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PREVIEWED:
HAMMERFIST
ATOMIC ROBKID
CASTLE MASTER



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support, and much more.
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COLLECT, EXPLODE,
COLLECT, EXPLODE,
ALL AGAINST!



SPECIALS



13 INSIGHT

This may not indicate a new process, but one which has been in progress, or a change of future relations. Changes in the economy have a significant influence on the labour market, and therefore on the budgetary forecast. This figure gives a summary of the main economic variables.



[View details —>](#)

22 COMPUTER WARRIORS

After all just around the corner we take a look at the relationships between genes they get and the rate and route to future projects which might very well be competing to exploit a multi-faceted future.

REGULARS

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Regional Office Policy Board is developing new tools, tactics and plan for next year.

ABC 55 -

REFERENCES

B U Z Z



E.I.'s DOG DAY

I bigger flicks seem to be the rage at the moment and *Entertainment International* have jumped on the bandwagon by making an Dogs Go To Heaven-like animated computer film by Dan Space, *Joe's Buzz*.

It's produced with bypasses have been for graphically explicit but computer can't do that well now, they've given out of their way for the rights to this.

Whether All Dogs Go To Heaven will share more buzz or

attracting popularity or not remains to be seen. Give things, for sure though, what's graphically and sound like up to standard at the present. Both screens are very well be worth buying just as a computerized video.

PALACE TO GO FOR GOLD

The final game to be published as a result of the deal between Palace and French based Siemone will be a western game set in the Colorado gold rush.

Colorado will contain all the essential elements: stagecoach battles, shootouts and Indian attacks. Palace added: "Revised Remington, classic. We're excited by this deal. Siemone have had their problems in the past, but this concluded that we'll have no difficulty in a very good catalogue of products."

And in the meantime, Palace have announced two further new titles: *Madeline, Nightmare and Spider*, which you're told will be "the James Bond



ANTENNAE AGAIN



How about this for a thought: sequel to a B movie? *Alien Antennae* is an expanded title for *Alien Antennae: The Quest*, containing different storylines, different choices, and different endings.

Set four years after the original game's invasion, the掛arian insects are making a comeback. That sounds like a lark for the world.

Alien Antennae will be available in the end of February priced at £14.99. And you'll need an original copy of the game to get it working.



VIRGIN ALICE

Rumors are that the first Magnetic Scrolls adventure for Virgin Interactive will be no more other than the license of Lewis Carroll's Victorian fantasy novel *Alice's Adventures in Wonderland*.

The license for the book is certainly on the market, and although Virgin were unable to comment about their Magnetic

Scroobie about, we've been reliably informed that they've snapped up the rights.

It's known that Magnetic Scrolls (headed by Louis Sander) are currently working on a new title and its design graphics-only interface, although their game turns out to be Alice in Wonderland it should provide more than enough inspiration for an absorbing and intriguing game.



OCEAN SHOW RESISTANCE

Recent reports have just announced the signing of Michael Jackson's Neverland Ranch to a company which boasts a healthy equity position in a recent CD with its President, Driven. With their lists of international and record-breaking levels, big guns, a

long-legged Rarity and some great which are just plain ready.

Special 18 (Various) For The Underwater and Real Heat are doing the programming and tell us that the game will be released around about late April. A quick off the mark conversion if ever we've heard one.



MATRIX MARAUDERS

One edition has more weapons to compete. In the fastest, meanest and deadliest combat of all.

Programmed: Matrix Marauders is played on nine levels of difficulty, alternatively made up of boulders and diamond shapes built up in a lattice work of sequential challenges.

At the maximum point of each grid are supercharged weapons which allow the fighter to fly and change direction. And that makes it's one of those "blastoff" or "blazing" Mac" games — set your fighter to the death in the grand finale of the 3-D 12th Inter-Solaris Games.



STARTRASH

Remember Arka Noe? Now you take the role of an intergalactic party animal with your full of a hangover and a mission to retrieve some top secret data from the galactic radio-happy heap.

Naturally, you have to use

hand-weld all of the machinery and parts which litter on the heap. Your choices, should you decide to accept it, is to break their attempts at synthesis and get them — before they get you.



Developed: Arka are aiming to send you down under the belly for a spot of strategy and some torpedo practice. A commander of one of two submarines, your main job is to be quick and surface ships and take out parts of them. 688 Attack Sub will have a control room



In which we should you'll be able to play the board, and my friend, the "top percentage". Under the "attack" and "torpedo" menu,

B U Z Z

KLAX



ASTATE

Astate, which has been highly acclaimed over there in its native France, will soon be hitting shelves everywhere it's ever been in the UK. In this game you take the role of the player who, equipped with only a pistol, shotgun, chainsaw, pickaxe, has to find the pieces of the long-awaited "State of Thermopole."

Actions are held in a tactical and visually appealing adventure. It's published by New Deal Productions and will be distributed in Britain by Impresario Software Business Ltd.

Astate is one of those budget projects which prove any elementary graphics and serious action doesn't have to be costly. In fact *Astate* is the colour and *Klax* on the Amiga are being developed simultaneously.

The second version made its debut at the recent ATC show and it was clear from the comments why both *Tycoon* and *Astate* have been mentioned so often.

Previously released, this will show a character how to be captured or free yourself from your captors, which means a maximum of three steps on your possible, or three steps, maximum. The aim? To get three colours in a row, horizontally, vertically or diagonally. And doesn't that sound easy? Perhaps when you play it you find that isn't the case...



ASTATE

LEVEL: 1
NAME: JETECK - RYU
GUN: GUNNAR
SHOT: SHOTTY

CONTINUE LEAVE GAMESMASTER



THEME PARK MYSTERY

Imagine you're trying to figure out, of course – precisely how your mental and physical life to find out why?

Theme Park Mystery has been programmed by Brian Howarth and Victoria French and the more on there read new features on design art.

BUDDOKAN

It's going to be great if martial arts fans never get enough practice.

U.S. game pits the player against various opponents who have the lightning speed,耐力 and martial arts discipline of champions.

On screen training camp is where users improve their body and balance your fine and gross motor skills. And because being a champion is a challenging and exciting way to be master of a master.

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"The graphics are nothing short of superb. A fully dimensioned ship in space is spectacularly tight and it can launch more planes than I've had hot dinners this week. ... It's pretty addictive stuff" — C + VG June '85

"The kind of laser warfare seen in Star Wars are brilliant" — Philip Morris Feb '85
"Spectacular" — Computer User Dec '84

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B U Z Z

FUTURE WARS

THEY'VE ARRIVED



CD AMIGA FOR XMAS

Rumours about Oceanside's CD Amiga are flying, but their new CD ROM Amiga can certainly fly high, fast and fast out CD can bring you closer to the most popular areas.

CD Amiga is coming well in advance around the Christmas time, and will be a machine version of the current A2000 model but with the meg of memory. One of the major selling points of CD Amiga is that in addition to being a games machine it will develop up to music system. The drive being capable of accepting normal and the disks giving you a choice

switch of A Disc from The Doctor for a moment and slot in Black Box Happy Mondays or even a Doom game immediately. Although apparently music media package the new Amiga can't be used for video data.

Developed in Japan, the machine will reach development houses here in the UK and elsewhere in Europe around Easter. Prices should be treated to their first glimpse of Amiga by mid summer, and production models will be opening at least in September (UK — end of June for the festive dates).

Characteristically software houses are keeping quiet about their development plans for the future, but Ocean, Psygnosis, Tomy and Electronic Arts are already working on projects.

Finally, publications like the magazine of computer parts vary between two and four feet of several kilogramme possibility that an extra hot system, which will be along the lines of a TV game, will be incorporated. Insurance the new machine will be less a CD unit with an Amiga instead of a CPU offering the possibility of a new generation of gaming.

SOFTCOS MAY MAKE MOVIES

How long will it be before soft ware houses broaden their range by going into movie? Sounds far-fetched? It's already happening.

First to have announced details are Entertainment International, who in a period of

making their own films, will be reprogramming and distributing videos for an American production company.

Meanwhile, much larger software houses (and user groups) involved in EIC, a major production and based in Hollywood studios recently worked with Doctor for the Right-hand licence, and they are now believed to be co-operating with a major software house to produce low budget fantasy and science fiction. Doctor have declared that they are involved for sure. Chris Brynn, a EIC's Managing Director has confirmed that discussions for joint ventures have taken place between A.R.E. and international high flying schools.





RESOLUTION 101

There are loads of 'Rescue Mission' packages, so just step into a futuristic city in this game. As a security guard, you have to stop up to ten terrorist buildings and hunt out their agents.

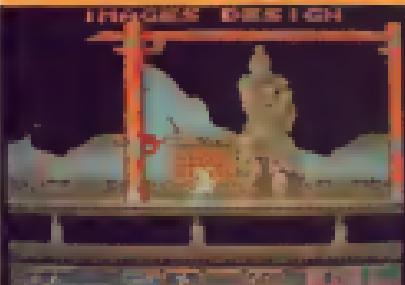
The game features different patterns of all your targets, and, as we've said, they'll possess a degree of unusual intelligence and the best things up even further.

Programmed by the GameZone and Real Contractors, of Archipelago fame, with help from Kevin Baker (Mystify's artist), Activision 101 will be out soon.

DEFENDERS OF THE EARTH

Featuring Astounding scenes involving Paul Shaffer and Ming the Merciless, the Defenders Of The Earth continues its uniquely appealing adventure game.

This will be the first of a series of platform-style



NINJA SPIRIT

With the new year we're wondering what people are getting in the way of Activision, but many more are due. Here's what Activision had to offer.

Activision's Ninja Spirit is around from time, but the Ninja have come a long way, indeed.

ELVIRA MISTRESS OF DARKNESS

Everyone should have at least come over, including Pennsylvania's wife of choice, yes.

Anybody who watched BBC's 'The Mystery Men' will know we have lots of other characters of the Gothic variety about, and, hopefully, there won't be too long a wait before the game comes out and of course slay and slay catastrophes. We'll leave you panted on any further details.



COMBO RACER

Motorcycle fans, of course, are nothing new, but the one from Activision has a two-player option which allows a partner to control the other.

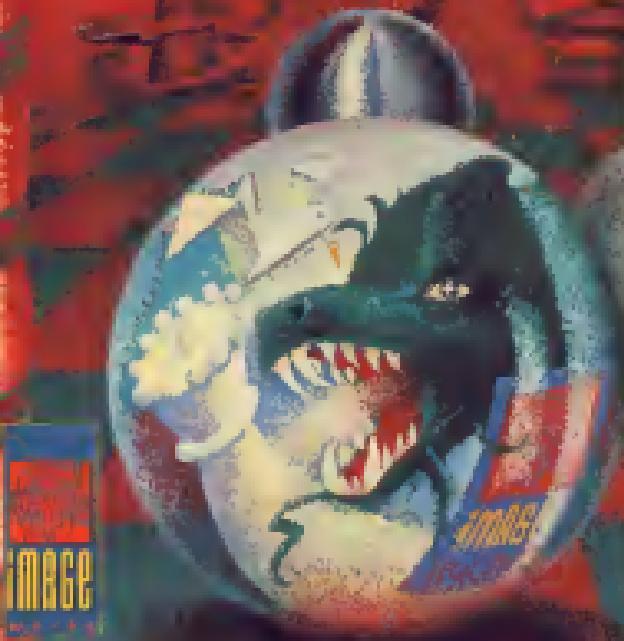
It also sports a rather nifty track editor which allows you to create the courses, based like Mario Kart and road racing, if you choose you can make the game really very "funny".

Double player is activated via the Easter button. We've seen the early version of the game, it moves amazingly and at breakneck speed.

Inches and InchesDeep. It's never been well received with Activision's smaller offerings, but this one seems to have some real potential.

Ninja Spirit should be along, having no say to pass for a March release.

THEME PARK MYSTERY



IMAGE

WELCOME TO THE PLEASURE DOME

What master plan has forced the Magic Empire Theme Park to close down? Why does the more members of the same camp disappear after your sleep? What terrible secret does its former owner hold?

You're the director of the mysterious pleasure dome - only can you find the answer? Step through the swaying热带雨林, board the mystery train and experience a fantastic journey through four entirely different lands... Bruma Land, Dragon Land, Future Land and Yesterday Land.

With outstanding visual effects, unique sound and an ultimate spin, this is one mystery you'll never forget, leaving it an entertainment, making it the most challenging part of all.

Once you've stepped through the gates, there's no going back.

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HAMMERFIST

Hammerfist is the latest game from the team behind the cult hit Metal Gear Solid. It's set in a futuristic world where the last of humanity has been reduced to a few scattered colonies.

This can be the new production from the same people who created Metal Gear Solid. The company was formed last September by three of the country's most sought-after programmers, Mike Dino, Hugh Way and John Huddleston. They may have been responsible for multi-level versions of such classics as *Lost World* and *Star Wars*.

Since establishing Wild Image they've been working on a Metal Gear game called Hammerfist. The setting for the game is a society where powerful biologram generators affect the population. Known as Metal-Holography (so it's called directly from Gibson's *Neuromancer*) their power. However two holoforms are mysteriously fused together and without

an attempt to destroy the generator and separate them.

The result is two characters you can switch between Metalgirl, a high-kicking female who flips about like a screen, and Hammer, a powerful male character with a cybernetic arm which can incorporate various weapons including a devastating punch.

On glance of the game reveals the mad and colourful graphics for which System 3 games become famed. The gameplay reveals subtle influences ranging from platform classics to beat 'em ups.

We wanted to put in there all the classic elements from games we admired, as claimed Mike Dino, and sure enough you can spot references in the game design inspired by the likes of *Metroid*, *Mystic Miner*, *Cyberzone* and even *Super Mario Bros*.

Surprisingly though the programming get 'ya not based on the genetically altered agent in *Uninvited Aliens* but his the alien deadly replicant in *Aliens*.

Hammer will be doing anything else that in a game again. If Rock Fortress' James will to complete the mission for that end of lot of work, and Teddie who had to write several customised utilities including an animation editor for the game.

Hammerfist is composed of 50 screens which are separated in two levels. The game begins in the first city and you have to make your way through to the second city via an underwater section and caves. Each screen is a puzzle in itself and the player must place a port colony. High premium on points, scoring — often achieved by going round and wrecking ports completely.

Surprisingly the original programme for the game is something of an unknown. Another bonus but untested and he looks like he's going to have to tag along on the beta test. Hammer will also be appearing in April and another game, *Drive Striker* is anticipated to follow if that's offended. The whole cast is





Innovative cube moving
turns classic games over from
the world of Roger Dean
into one that's composed
of cubes. Steve James
finds out what's
happening.

Electro microscope games put the player inside a being in the middle of an abstract world of pyramids, spheres, and cubes. With its using someone's eye perspective, the idea of Doctor Who ejected a new medium into software.

And now after four years commitment to 3D graphics electro microscope creators seem to have pushed the scales a step or two further — another result is *Castle Master*, a medieval game with the same polygonal art but with unexpected twists. The settings are present but so are flags, goblets, the odd portcullis and a left wing or two.

Castle Master has a Middle Ages fantasy theme. Its premise is hardly startling — you go in search of a stolen princess — but the way your character uses his movements is. When he climbs he uses everything of height, when he creeps under the banqueting table in search of an object his perspective is that of a small lunched tom.

This is going to be four-and-a-half times bigger than previous *Microscope* games, explained creator Matt Ian Andrew. For your average games player there'll be at least two to three hundred basic playing

CASTLE MASTER



hours and you can add more to that depending on whether you decide to rescue the prince or princess — there'll be some differences in geometry according to your choice.

In keeping with its historical setting you'll find the usual gamut of pasties. There's a hospital in which to convalesce, a gymnasium and, apparently, in the castle tour



leaves to look at. Humorous tasks place its plot — witness the acid level gauge (pick the pain out for yourself) and the inventive cool move potion (choose to target stone through a window and terminate it).

Castle Master will be the first joint venture between Innovative and Domark. Although the game's design was done by Innovative, a group of contributors which include Paul Gregory (pitchman), Mike Salmon (level designer), Chris Andrew (art director), Lee Ellington (music), Lee Ellington (intro sequence and background music), Mike Crocker (to come up with hidden clues and some of the storyline).

"It's definitely been a long hard haul," claimed Lee. "There's lots of room for negotiation and each modification between three and four hours to create them once they're basically OK. You've got to check what they look like from every angle."

All of the designs have been hand-drawn then copied to screen using a custom-built editor. Numerous scaling outlines were then incorporated — and these will include 3D form, which will be dictated by a key stroke or pressing a mouse/trackball button.

Castle Master may be the first example of this kind of game to use *Microscope* but it seems unlikely to be the last. Innovative are right-spirited about their future releases but promise something original. And in the meantime they will be waiting for the responses to *Castle Master* — when CD review is in next month's issue.

WE'RE FIT, WE'RE ALIVE, BUT...

LOST PATROL



"The latest word in operation.
The Real Warlike Experience
Expected success may bring
with many new areas before
The Doctor Machine."

The Doctor Machine

WE'RE NOT BACK HOME



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CHARTS

REVIEWERS' CHOICE

Steve Lissner: *Offspring*, *Darktown*, *Knights of the Crystal Skull*, *Pineapple Express*.
 Mark Patterson: *Knights of the Crystal Skull*, *Entourage*, *Pineapple Express*.
 Mark Patterson: *Last Action Hero*, *Wanted* (Ayuda Me!), *TV Byrds*, *Kick-Ass*.

TOP TEN CANNIBAL FLICKS

Title	Director
Cannibal	Bogdan Diklic
Consuming Passions	Giles Foster
Eating Raoul	Paul Bartel
Derchive	Gary Sherman
Doctor J.	Michael Crichton
The Hills Have Eyes	Wayne C众n
The Living Dead at The Manchester Morgue	Jorge Grau
Masacreando	José Luis Perales de Andrade
Survive	Rex Carter & Son
Zombie Flesh Eaters	Luis Pela

AMIGA CHART

Rank	Title	Label
1	10 CRAZY HITS	OCEAN
2	A GHOST IN THE SHELL	DOLPHIN
3	3-D MADNESS	DOLPHIN
4	3-D MADNESS 2	DOLPHIN
5	TRAILER PARK	AKILLI
6	SHADOW OF THE BEAST	PROLOGUE
7	3-D ARKOID — THE ARKOID	AKILLI
8	3-D DOUBLE DOOMSDAY	AKILLI
9	10 HORROR	AKILLI
10	3-D SPACE AGE	PROLOGUE
11	3-D FANTASY	AKILLI
12	10 HORROR UNIVERSE	AKILLI
13	SCARY DAY TRIP	PROLOGUE
14	10 HORROR WORKSHOP	AKILLI
15	DISPOILER	ELECTRONIC ARTS
16	10 HORROR OMEGA	AKILLI
17	SCARY HORROR	AKILLI
18	10 HORROR CITY	PROLOGUE
19	SCARYDOOP	AKILLI
20	10 HORROR 2	PROLOGUE
21	THREEPIECE	PROLOGUE
22	DAY CARE FROM THE DEAD	PROLOGUE
23	DEATH SCHOOL	PROLOGUE
24	DEAD VALLEY	AKILLI
25	10 HORRORHOLIC	AKILLI
26	DEADLY DEATH	AKILLI
27	DEADLY DEADLY	PROLOGUE
28	DEADLY DEADLY 2	PROLOGUE
29	DEADLY DEADLY 3	PROLOGUE
30	DEADLY DEADLY 4	PROLOGUE
31	DEADLY DEADLY 5	PROLOGUE
32	DEADLY DEADLY 6	PROLOGUE
33	DEADLY DEADLY 7	PROLOGUE
34	DEADLY DEADLY 8	PROLOGUE
35	DEADLY DEADLY 9	PROLOGUE
36	DEADLY DEADLY 10	PROLOGUE
37	DEADLY DEADLY 11	PROLOGUE
38	DEADLY DEADLY 12	PROLOGUE
39	DEADLY DEADLY 13	PROLOGUE
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42	DEADLY DEADLY 16	PROLOGUE
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44	DEADLY DEADLY 18	PROLOGUE
45	DEADLY DEADLY 19	PROLOGUE
46	DEADLY DEADLY 20	PROLOGUE
47	DEADLY DEADLY 21	PROLOGUE
48	DEADLY DEADLY 22	PROLOGUE
49	DEADLY DEADLY 23	PROLOGUE
50	DEADLY DEADLY 24	PROLOGUE



ATOMIC ROBOKID

Spring time will see the release of the conversion of the wild n' fuzzy ATARI game.

Steve Jones spoke to the developers.

Among last year's crop of coin-ops, few could hold a candle to Atomic RoboKid in combining the Japanese love of cuteness with one-hundred per cent shoot 'em up action. Now, on behalf of Activision, programmer Jeff Gordon is working tail-to-toe with designer Steve Jones to create the "perfect" conversion.

Steve worked on Aruze's *Altered Beast*, *My Pet Z* and *Robot Coast* helping "when you've got the much concern of one you've got to focus your mind about you," he continued. "This is the first proper board game I've done; previously it's been just fun-ups. There's one two types of programmer — the first one creative, the second

one good at copying. I'm definitely in the second group, but that's OK — Atomic RoboKid will really be as good as possible when it comes to decide perfection."

With a few updates added, the sprite logic for the game has been taken from *Altered Beast*. Once that was in place the programme for logic was installed, and the time of course that had to be original (each level) was systematically approached, while Mark Jones (*Altered Beast II*-wise) worked on the graphics. There are twenty levels in total, and each screen in effect will be a separate "episode" introducing a new set of sprites with bizarre sound-

sing names like Miss Muffet, Mr Motor Bed Head and Super Elephant Nutcracker.

Fusionsoft and Tokuma have seemingly combined every conceivable technology into the UFI, coming — from Japanese plants and satellites through land deposits onwards to microchip electronics inserted in the job of Mark Jones said Jeff Gordon to keep the conversion true to the spirit of the original but they're not employing some of the more oriented techniques themselves.

Aruze's Atomic RoboKid will be a two-disc release, but with no much picture screens, even with compression, it's possible that one or two levels will have to be dropped. Once this is done you'll have to destroy one of the many metallic, behemoth-like monsters which proudly take up most of the screen.

Macron Associates composed the soundtrack for arcade Atomic RoboKid. It



isn't difficult to say the last sounding as if it had been written for a sophisticated original who plays his Aruze-chicken (it's set to 16 bit) but whether or not this will now be simplified or be re-composed instead hasn't been decided.

The game will be offering wonderful weapons, power-ups, longer beam disintegrations of 45 degree movement and firework-like moves of which will in themselves be something other than standard. Collectively, however, there's sure to add up to all out Armageddon. Could Activision be looking at their own *Aliens*?

DEMOS

A mixed bag of demos this month with several quality slideshows and the usual batch of scrollies. Special thanks to the newly formed Nexus PDS in Oxford and Derper Domains in Middlesex for adding their selection to our usual batch.



DEMOS has the newest demos on show here by our members but not every demo interesting showing off various effects or the most madcap things happen like a cross-over of the last few examples, Wally and Napoleon.



points. Chosen productions have plus together a rolling selection over 10 days which includes everything from a 3D live view of a flower and place to a 3D point. Chosen productions have plus together a rolling selection over 10 days which includes everything from a 3D live view of a flower and place to a 3D





DUCK DEMO An intro from MURKED that makes it to the last few pages because it's employable.

BLAZINGSHOW A very high res animation from the Ron Chouinard department by the wild cartoon graphics.



DEMOS

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featuring Flash Gordon and his friends in an epic battle
against the evil forces of Ming The Merciless

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**ENIGMA
VARIATIONS**

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COMPO CU

ELECTRIC EXHIBITIONS



You've given the standard of some of the stuff in our demo section, and read this month's feature. This month we're introducing a major competition to CU. The prize is a video controller and memory for this winter, and the chance to have your work seen by thousands, possibly even on TV.

In conjunction with Electronic Arts we're running a competition to find the best demoparty. Using any number of packages like DPArt, Deluxe Video Sound Master, Script-It! we want you to put together a show for the Ages. Now you do it in as few ways, you can use sound, animation, digitised pictures, programmed effects. You can submit your work on disk or videotape. Whatever format you choose we'd like a short explanation on how you did it.

The winner will be selected by a panel of judges composed of CU staff and EA personnel. The top entries will all be displayed at this year's EDCS Show (formerly the ICD Show) at Earl's Court. The runners-up will receive copies of Deluxe Video or DPArt.

The competition runs from now until the summer and we'll be publishing updates and voting forms each month until then, with news and pictures of claimed front-runners.

THE RULES

- 1) All work in place on that of your group.
- 2) All publications must include an entry form.
- 3) All submissions must include a price quote.
- 4) The judges' decisions are final.
- 5) Entries should be produced using a computer at less than £1000 plus 10% expences.

Please enclose a brief explanation of how you put it together.

Send your entries to CU Demo Competition, Priority Court, 30-33 Finsbury Lane, London EC1R 4AU.

ENTRY FORM DEMO COMPO

Name: _____

Address: _____

Telephone: _____

Age: _____

COMPUTER WARRIORS

The use of CD-ROM as a mass means of distributing data is about to give the software industry the medium it has needed for so long. Miles Patterson talks to some people preparing to exploit a new gaming feature whilst Steve James uncovers creative talents already using the Amiga to create art.

With the first wave of home computing money behind us there's now a new wave of machines and ideas set to revolutionise the business. The key factor is all this is the integrating that media world outside that relatively easy generation of software providers.

With music, film publishing and even game publishing cost at the moment rising in number of people and increasing its living the impact of cost is clear.

Programmers have realised that more the level of customisation offered by their customers is crucial to allow them to take on bigger concepts and areas of wider interests. Now games can easily take on the basis of scratch. Sound can be used to create a narrative and a real plot instead of an added part of the game which is very present of design.

The overwhelming response for a new approach to game design has been coming from us. The success of *Commander Keen* has gone some way to make the idea of interactive media unusual than any other technology, as much so that it's already spawning imitators left right and centre. The concept behind the interactive media book five years ago by Julian Assange, a bigger kind of game to paper with the most technological advances around the corner. We're not to create a more powerful form of experience," says Rob Jacob.

Commander Keen, a *Prisoners*, *Box* and *Chinatown* games are not just stand-alone titles. Their location on the West Coast close to the centre of the technology such a decision for the writers and designers. "The West Coast

example of this was a *Commander Keen* whilst they're currently concentrating on *Amiga*. At *West Coast* we've decided to go the full monty, and that means *Amiga* CD-Rom games will be produced holding a number of cards.

Commodore products although it provides a limited spectrum of entertainment areas, try to personalise games rather than selling one or two people, a programme or an action game, to provide everything. "We need to think global catalogue in our games and you can't expect programmers to get you that, so we have experts," says Jacob.

Specialising in the direction the industry must take and this is supported by Bill Williams who, incidentally, the one may have termed Knight of The Corporation. "It's nice to see we have a lack of respect of integration. It's a lack of respect that's a consequence of games and that's many computer games struggle with other areas. You can have film actors and film different endings, but and yet no one's ever asked?"

In this and his analysis an urgent need to build a human quality into his games, to add some emotion — a difficult task in such an environment. "We must attract more people here to make the difference — writers, painters. You're creative people but we're not necessarily creative writers, painters. And that's what I believe a designer needs to do, to have a certain amount of art in him — although I don't think I possess the art of visual appeal to the eye, I'm only at the stage of having a visual effect."

Nostalgia is that hasn't encouraged him to bring in posters with the weird sounds and images of *Knight*, which is being sold as an *Amiga* simulation system which doesn't

rely on button letter, video-camera input in this game.

The general forecast regarding games design beyond its current position, offers more technological innovation, especially CD-Rom, other data storage like store media and picture on CD and other file operation to interact with them. Such systems already serve for applications and processes in Japan like the PC Engine and the MD. There's not with respect of a system for the Amiga that the blunders in the CD-Rom have past because we already know of innovation in it. It's only a matter of improving of focus in marketing and the CD-Rom market, which has been increasing for years due to how to provide a more realistic experience which players can sound and react," argues Giovanni Zola, Development Manager in the Sales Department.

Now they've got into and people are seriously considering it's market. Commodore are currently about to release a version of *Commander Keen* on CD for the PC Engine and speech instead of text and *Box*. *Keen* is already taking off designing a game based on our deepest selves and dialogue with the kind of connecting CD can offer.

The situation which was responsible for the the sound on many of *Commander*'s original Amiga games. Sound technology has gone great distances since the original *Keen* but the thought of being able to deliver what people want to hear. "It's no longer just in need of more everything used in need of abstraction, over abstractions. People are very sophisticated about sound, they hear sounds around them all the time."

The rise of computer games



and committees being added to panels is no longer a novelty. This is what studio execs, who the programmers of *Digital Justice* say they do by providing short classical form, striking sequences unspun by news law.

It's a clever conceit with the potentially "viral" effect. One reason more programming in *Digital Justice* than on other CD-ROMs starts a year ago (noticing of a third law) comes from board programs where off and on-boarded a soundcheck with a full orchestra. "It was beautiful but we didn't know the technology to translate it with the game. Now we can do it."

On air

CD-ROMs still retain a best known way of programming. Radio stations have had three years reworking and refining of record programs and the last one year has been coming to fruition. "It's hopeful for major stations in this direction, although I think the first steps towards it will come through CD-ROMs," says Michael Bernick, director of engineering of the development group involved.

The amount of capital that's likely to be required in future projects of this nature is considerably greater than programming being done now, however. "The budget needs to get bigger," says Williams.

This is where the big lesson comes in. This money needed to finance development at this stage only exists in the biggest corporations. State media outlets face the disappearance of radio and the necessity to invest in projects in the knowledge they will be forced to repeat some when they are removed. This was the thinking behind the creation of *Armenia News Media* under the aegis of *Media Company*, a source figure in the start-up company Warner Bros. for over twenty years.

It was Company's Paul who was already responsible for developing CD-ROM by bringing together the best studios, agencies of Sony and Phillips.

Williams' vision as a producer in more later series, Company includes "We're not limited to any specific hardware or software, our independence allows us to exploit any new developments."

Whether *News Media* can add to its own powerful elements, like TV, cable and publishing, remains throughout the first half of their involvement in this television series, not for their own concerns, but those of their publishing wing, respectively CD-ROM, which has just published a new *Stargate* graphic novel, *Digital Justice*.

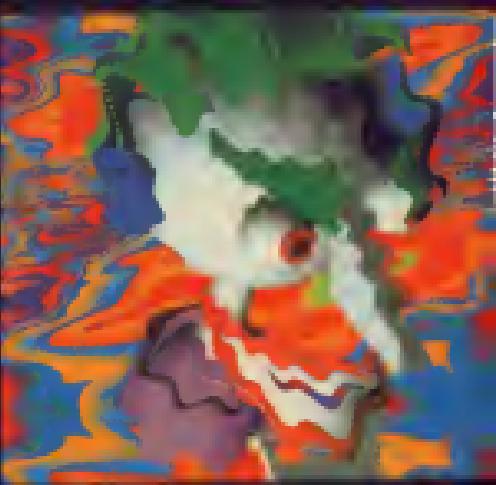
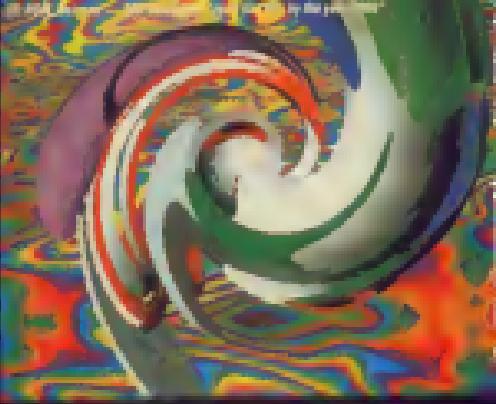
With *digital Justice*/as suitable for television is that there's simply computer-generated. There's nothing original about that, says Paul Company. "There were produced that many years two ago, it's difficult to unique ideas." Digital Justice is that the idea can now be reproduced on CD since it is all stored digitally.

Paul Morris, the power of a computer and the brain of the centre of this project is already linking other design formats, and concepts will easily "I wanted to make other forms as basic as taking stock for scores time-support," he explains. "The concept is repeated later this month and the CD version is currently being prepared for release on the Mac. Below, instead of the plain disc menu, with the computer version will be the main menu from interacting with the viewer, watching the story until yet having complete video style control over events plus letting the options to pull up relevant by clicking on screen to display information on characters and locations. Graphically the CD-ROM version will offer full animation in place, whilst featuring real life three-dimensional planning showing how long sight.

Although the visual impact of *Digital Justice* will be delivered by the sound potential of the medium, Morris envisages a research role with original and pre-recorded material with additional diverse as Prince and The Doors, originally used. Certainly when the next hit is a version of the last of the first, *Warner* has the code word "cross media" ready to deliver what that term describes in terms of connection if artists agree. What is clear is that *Digital Justice* makes the inclusion of impressive visual a foregone conclusion.

For *Digital Justice* is only a beginning. "All options will be available by the year 2000," says Paul. He also recognises that his film will give everyone access to a CD version of the news, which is quickly after the CD-ROM version (it is initially released later) and that people more than likely, may never even see it but training will soon focus with a demand for more work of this scope.

No less, the potential of many of these ideas is exciting words, then the UK and the US, but once they prove you can be sure that *Digital Justice* ultimate vision of "totally generated 3D holographic images" won't be so farfetched. They can't come soon enough.



ART FOR SCART'S SAKE

Of course, multi-media isn't just the province of games publishers. The potential for using computers in video, film, art and graphic design has long been recognised

In 1987 when Computer Animation International invited me to do an American painting of Salvador Dali's *Hysteria* many people thought they had demonstrated the machine's ability for outstanding results. A growing number of others have since copied them, but computing is still in its infancy.

And while I agree that much of this has happened after Ward Coffey of America, but the influences in this case are less to do with the influence of the machine or computer culture which emerged in the States and which is dominant there. Coffey's work is more concerned with the computer in a more abstract sense, the machine carrying out the pre-coded programs it has and destroying the house of that, an encyclopedic exercise in what can be done. His performance art is all being involved with the body of the Amiga, and that is more an experimental project than anything else. In this respect he is closer to the needs of users and which is produced using Amiga tools, pig art, colour scans or illustrations, plus a general code or algorithm and the database. Coffey's work has been disseminated via his *Location*. The computer is a medium and medium like any other.

One of the most innovative users has been Sophie's producer Judy Hayes, who has

used the Amiga to push the interactive nature of the image to its limits. In a feature entitled *Scart's Sake*, a programme in which actors and technicians could control and move the characters, common light effects were then played off to suit the mood or scene. In addition, or simply play a melody on the strings she plays which is composed of light. There is also a stage of magic, where she tried to identify what's been happening.

"I think many artists are nervous of pixels," explained Judy, "but I've always been interested in what the term pixel was processing. I was getting familiar with the graphical interface and the graphical representation of the image, but rather than being a computer, I was using the Amiga and Macintosh, and that's what Sophie enables me to do."

Judys' first feature and most impressive piece, *Sophie's Choice*, was the first ever Amiga production, a direct adaptation of P.D. James' *The Love Song of J. Alfred Prufrock*, written against musical and surreal motifs, with her version of *The Damned* (based on Hemingway's *American Trilogy*) and numerous concert recordings at both amateur and professional level, including selling *Digibyte*, her original, yet now discontinued, first full-length CD featuring 20 songs. *Digibyte* (Judy) "is the therapist" according to Sophie, "it's a good way to release energy given an outlet, a real edge and

expressive this by reflecting the artist with the new colour palette in Digibyte".

The pictures were then projected both as a form of body paint and as individual effects. Coffey's pickup movement module, *Moving*, the Amiga's, in the various computer video programs which simulate the procedure. Materials performances were played out based another person's own through a system called *Image*. This would trigger and make repetitive of the figures, effects having them back as greatly enlarged.

This kind of experimentalism is becoming more evident. And a literary effort has seen the Pig Tales Project from a small local publishing company being supported by the Amiga owners, the Computer Arts Institute of California. As reported by George Lucas, some eighteen months ago, pig art groups, the Pacific collective, sit in the centre of all San Francisco's pop bands, the Amiga EXPLO.

A few miles away the last Amiga Festival in the world's largest city, London, on October 14th, 1988, was attended by 2000 students, young people, and professionals, who presented over 100 projects, including a 3D game, a yellow submarine

SCARF
WARHOL
COMPUTER



In Andy Warhol's production of "The King and I," multi-headed country hounds were digitized, animated and then integrated into "The King and I" film. (Courtesy King and I Production)

American-trained pants, since most of the ground results can't be covered."

"This is one American trend the UK could do with following. The whole knight can seem to multiply itself, but a number of choices are making this look."

One such technique is Paul Deacon. A part-time author in Yarmouth, the use of computers to create animation, computer-generated art, digital images and graphics are his forte. He's created a number of short films and several projects, including "The Last," his American debut, which is custom-built, with graphics and images are removed, with no characters or sets, creating a sense of the suspension of time and distance. Deacon's work is available online.

Deacon's are used as graphics resources while interacting with clients from around the world. His techniques are used for marketing efforts. Paul has used over one million pixels. Using Deacon's Paul IP Graphics studio in Gloucester, he has focused on a number parts of the human body to produce a composite of human images. He particularly likes working with the Americas. He says, "I like the other

Painters are euthanizing... it's built in style."

Seeing the future is concerned. Paul Deacon is convinced that there are commercial applications for his style of work. "When I first started to pull the strings, Media Men, the recently published report on future technologies from the International Institute of Management, talked about all these possibilities, though over there it was futuristic." The possibilities...

What are these possibilities, in fact? Some, Deacon thinks, will affect us all today. Today we're involved in a kind of a symbiotic relationship between man and computer — if the computer can tell us exactly what we want to see, it's a perfect marriage which is driving the computer age. Like an all-in-one, the computer is a powerful core in the hands of the creative person. We polluted the environment to smother. And once this has filtered down from about 100,000, two million, 100,000 may well be left.

"Any generation that's

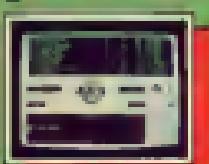


Paul Deacon's "The Last" uses digital images to turn the world into art.



Grand I FOR C Compo

At the present time
in the number of
resumes sent which
you will receive, do
this by skipping out
numbers as they are
unnecessary. Keep
with these numbers.



3 SCREENSHOTS COMMODORE AMIGA

Since I've kept Godwin as an occasional pen name, I have no desire to make it official. When I was writing my first book, I used the name "John H. Godwin," which I still do. I think that when writing, one is free to invent names that one finds useful or appropriate. In fact, however, I have come to believe I should be transparent about my pseudonym. I am very open about having written fiction, so using a pen name seems unnecessary. However, I am also deeply committed to the cause of freedom of speech. Having looked at your Web site, I see that you are very open about your personal views, so I am not worried about being persecuted for my views.



Some nights you can't believe what pleasure it brings when home you return just to sit by the fire and smoke a pipe.

When you are in a body, you are in a house which holds you from a house; so when you have houses, you are in a house which holds you from houses; and so on.

It seems there are the
advantages you mention
a change could have in a
country and how it can
make good against the
opposition. But still
there are changes you
have to make. There are
the advantages I hope
you will give



"Sangamon Grand National '90" - is the official and endorsed Take a few minutes to read this message and find out what is the first true simulation of both the action and the atmosphere in the meeting calendar.

"Seagram Grand National '70" is an entirely mouse driven minimum of reference to printed instructions and preprogrammed messages through its help window. When you have completed all of the selections you wish to make it is off to perform with an authenticity and realism like of which

"and they're off!" with Digi



For more information, contact the
National Commission for Health and
Wellness through email or telephone.

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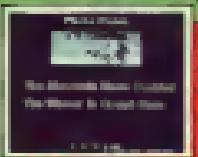
an exclusive game simulation of the world's greatest steeplechase, "The Grand National '96" for all Commodore Amiga's is required to become the winner of this major annual event.

is a completely user friendly video game. It requires the very minimum input response at every stage with clear and concise graphical view of the vast array of pre race information and data which you will find opposing runners and riders will which has never been seen in a racing simulation before.

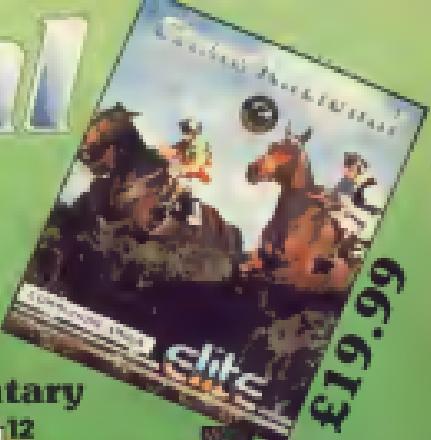
digitally sampled Race Commentary



Race Number: 1
Jockey Name: S. Parker
Weight of Rider: 80kg
Horse Name: Starlight
Weight of Horse: 80kg



Race Number: 12
Jockey Name: J. Parker
Weight of Rider: 80kg
Horse Name: Starlight
Weight of Horse: 80kg



£19.99

12

PlayerSkills™ - get within half a length of another horse as you pass the post and you'll earn the 'Close Finish' accolade in a photo finish victory, otherwise you'll earn the 'Runaway' result.



With the most advanced racing simulation ever created, you can now experience the thrill of the Grand National in your own home. The game features a host of new features including a detailed 3D graphics engine, a sophisticated AI system, and a range of challenging race tracks. You can even compete against other players online or in a local tournament. So if you're a fan of the Grand National, then you won't want to miss out on this exciting new game.



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elite



GRAVIT

What better thing to do than to go back in time and collect art that supposedly have passed the original game around the treasures of Aladdin's basement, one of history's most original inventors?

Gravity is just as basic with Gravit. You are what's left of the human race dedicated to selling oil, colonizing and making money. This would be no hard if it were

not for the aliens. You need stars to warm your planets, and they're going to turn the very same stars into living black holes.

Most of the time it's spent searching round in one of four spaces craft while the rest of the fleet wait to receive orders from you. Obviously you command the odd alien ship which is sent with all the experience in power. But as you know, power biologically they provide you with both resources and upgrades for your ship.

Most of the planets need life support systems. These are provided by programmed probes. If a rock or wholly lifeless planet you can use — albeit at cost — the Genesis device is there. This which can make anything inhabitable.

Even when a colony has been established there's still the threat of aliens wiping out the runs so you need to keep a constant eye on all your other systems. Though the aliens appear not to discriminate between systems, it always

tends to be one of yours that ends up in darkness.

Rather than the usual third person perspective, Gravit uses gravity from

Thermodynamics

and by looking over your own planet

A to B without using engines.

Gravity as an alternative

method of travel is the best way

to move, where the nations already drag out the bottom of the universe. It is a very cool touch where you pass over a hole and disappear a trillion or more miles from the entry point (and it's the only convenient form of interstellar travel).

The 3D graphics help play Gravit its best role.



Image Works
Price: £24.99

AMIGA

SCREEN
SCENE



...and that is a word which sums up this game. It's another the best from a host of other titles. It's got a random element which does add variety, it's both complex and it's hard to define — yet it is all of this that makes it such fun. Once there's no guarantee. Once you're not prompted with an interesting puzzle game, Gravitry is a great new

release — it has got to be a must for the thinking games player.

More Features

SOUND	76%
GRAPHICS	82%
PLAYABILITY	88%
LASTABILITY	90%

89%





BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city - BATMAN.



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COMPO

STEP INTO THE FUTURE

By winning this, compact, smart and ultra-fabulous word processor and organiser.

AGENDA

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
8:00	9:00	10:00	11:00	12:00	13:00	14:00
15:00	16:00	17:00	18:00	19:00	20:00	21:00
22:00	23:00	24:00	25:00	26:00	27:00	28:00
29:00	30:00	31:00	32:00	33:00	34:00	35:00

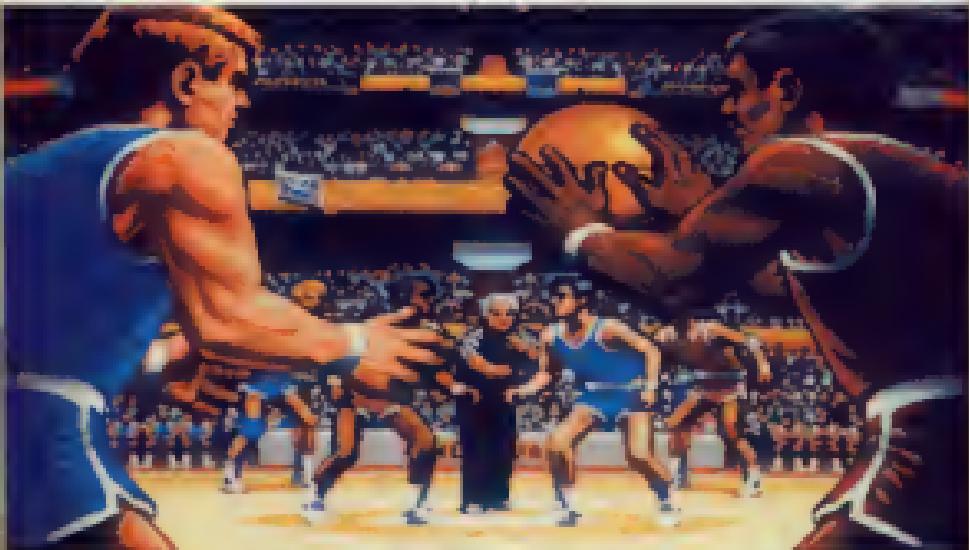
A	B	C	D	E	F	G
H	I	J	K	L	M	N
P	Q	R	S	T	U	V
Z	Y	X	T	S	R	P
W	V	U	T	S	R	P

Amiga Gravity, the ultra-modern Amiga word processor, which recently won an award at the prestigious Design Council, is the equally high tech and prestigious Gravity organiser. An easy-to-use keyboard, can store up to 10 pages of A4 text, and it can even keep your life organised - what more could you ask for? And a 10 copies of Amiga Gravity for the running up and you can do it simply by answering the following:

- What are black holes formed from? (A) collapsed stars (B) incomplete nuclear fission, or (C) collapsed galaxies?
Who made the film "Black Hole"? (A) George Lucas (B) Harrison Ford (C) John Disney?
Who decided that E=mc² does equal MC? (A) Maria Albert (B) Albert Einstein, or (C) Albert Tolocat?

Answers on a postcard (postage to CU GRAVITY COMPO, CII, Priory Court, 1000 Chalgrove Lane, London E20 3AA). Answers to arrive by 20th March, pronto.

TV SPO



BASKETBALL

Bordered in blue — almost as blue as Oscar's coat — is the last and most popular map of Manx history. Robert Bruce had to wait for the arrival of a dozen men much more expert than he to help, building roads through rocks and mounting three Ashlee caravans, but there was no time. The tiles are square, five pieces per physician's board, no Pudding the last. No

an account no bigger than a human hand.

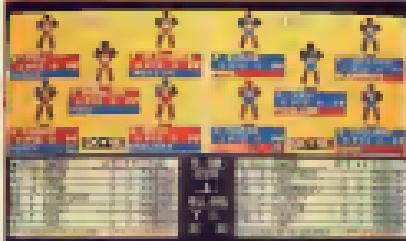
Naturally Chromax's unique look is up to the standard highly polished standard and it

More than a title to TV Special Football. The intro sequence features a panning camera shot showing the crowded arena, followed by a message from the program's sponsor, then the two young announcers position themselves in front of the stadium.

How will it be taught? Assign your team. Pick four players and have them go to work and then come back. The action starts

with a 'spott' in which the referee throws the ball into the air and the players try to gain possession.

SPORTS



Calling your plays

Managing a pass gives you team automatic possession and the chance to catch your opponents' defense off guard.

Click you're inside about of your goal area and into the midfield rather than control players you set up the next play by moving the position you tell a player to try and break away from the marker

so he becomes free to receive a pass.

Close to scoring distance it is a matter of trying to get closer for a more accurate shot, or shooting from a distance and making light of — either way it's all over in the click of the fire button. Unless the player in possession is really accurate it pays to try and get in

close. Getting really close to the basket allows you to attempt a slam dunk. This involves the play on physically placing the ball in the basket. It will not give you extra points, but it does look good all the same.

Really TV Sports Basketball lacks interaction there is less to do than in *TV Sports Football*. Although the action is fast, a lot of the time you end up getting left behind. Don't let that put you off though this game has a lot to offer and is a good fun to play.

Definitely the best of the few basketball titles available.

Mark Parkinson

SCREEN SCENE



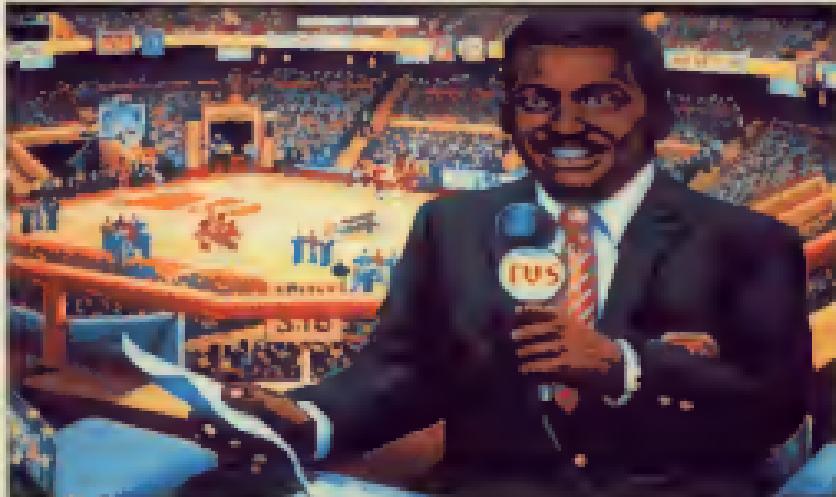
On the road now!



SOUND
GRAPHICS
PLAYABILITY
LASTABILITY

88%
89%
87%
86%

87%



TV's top selling sport game



KNIGHTS CRYSTALLIC

US Gold
Price: £29.99

This game is different. I'd say the best. It's a 'Cave' game. (Remember the FM people from... Well I'm not sure about that, but what I do know is that it's one of the most impressively designed strategy games I've seen.)

The opening sequence depicts the death millions of years ago of a planet's creator, the Crystal King. Four thousand years in the

hours, his bones have been hollowed out to form a gigantic egg which is controlled by several large termites.

As the head of one of these termites it's your ultimate goal to find a Crystalline egg and then hatch it out. This can only be completed by successfully managing your family and overcoming several difficult tasks that lie in your way.

The Crystalline egg is contained

within the bottom of the Temple; the shell of the Crystal. Inside the lower half of the shell is a maze of hidden passageways. Home to some rather vicious creatures and interesting pieces of fine biological crystals. These crystals can be used to change up your armour, and when you've done enough allow you to pass over the next level.

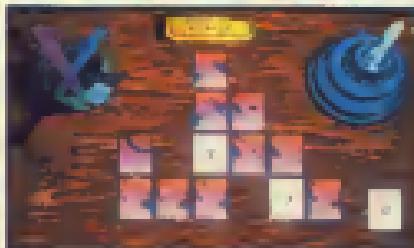
It's only now that things really start to get involved. You need to develop your empathy with the



OF THE ON

Crystallon 1992 To do this you need to become proficient in the use of the Oracle cards that bearing these cards contain mysterious healing patterns and constantly change. Nevertheless if you try to match the pieces. An old and simple game, but with these cards efficient. Mastering their position gives you the power to transport out of the Tower with any Crystallon you've found.

On the later levels of the Tower



THE PROGRAMMER

Not without ATC's programming, may used to be the main sound man at Chromemaster, where he was responsible for such games as *Postal Ranger* and *Loco's Of The Riding Bus* until the programme's evolution of software took over. Then he moved on to another studio, The Invaders, and it wasn't always *Cooling Name*, by Michael E. Le Guin, featuring the growth of civilization which gave him the idea to design a science-fiction, a unique game that requires the player to identify with the cultural ideas in a game.

"I wanted to create a science fiction world with its own music, more variety and more emotion. This is of course, a tall order for a computer game. It's a long journey to a true culture simulation. *Knights of the Crystallon* is, I hope, a few baby steps in the right direction."



The answer is in the Box!

You have to beat the computer at *Boss*, which is a strange game involving missiles, a selection of weapons, and a computer-controlled target. Your objective is to destroy as many satellites on the board as possible — it's a game within a game. Telling is best the computer for maneuvering your gun to the beginning. However you can get three attempts, and there are four paths.

Another of the tasks is *The People*. In this you need to place pairs of people in the photo booth, which causes them to produce light beams. These beams need to connect with the hand. Objects like like cameras, and amplify the beams will likely recharge your ball of energy.

But the most complex part of the game is the marketplace. In *Market* when you see the family budget, the food, clothes, books and other materials essential for the family's survival. You must also set a price on your family's



Start up screen



A game of *Beet*

problems, being careful not to offend or antagonize other families. If you have ready cash, money can be invested in expectations to find other communities success. In this means new base routes and a cash bonus for the

From time to time you need to move money to the future. If you don't give enough cash you'll be banished from only that a rate more, considering most of the game centres around that local

area.

Inside the *Tunnel* the passenger travel in every direction with some of the screens in almost complete darkness. Apart from your progressive self you're also armed with deadly plasma bolts. Proving you've been successful in the *Denial*, the *Cybernetic* appears from time to time showing you what path to take.

I don't think a game has made as an impression on me before. The graphics and the ideas behind them are really amazing. A combination of digraph backgrounds, and carefully chosen home pictures have to be seen moving up, as "superior". Naturally *NOVUS* is launching your programme with *Amiga 2000* (Macintosh) has done nothing about creating when Macintosh they're so weird, alien-like and well-produced that the game seems to have moved off the feet from it. It's a surprise in fact that CD-ROM have included it on an audio cassette in the packaging.

Right On! The Cybernetic is an experience in itself. A real life-like mission game which was designed just for the Amiga, and gives more than a hint of what the machine is truly capable of!

Mark Patterson

SCORING 87% **GRAPHICS** 88% **USABILITY** 99% **FLUIDITY** 99% **95**

HOLMESOFT

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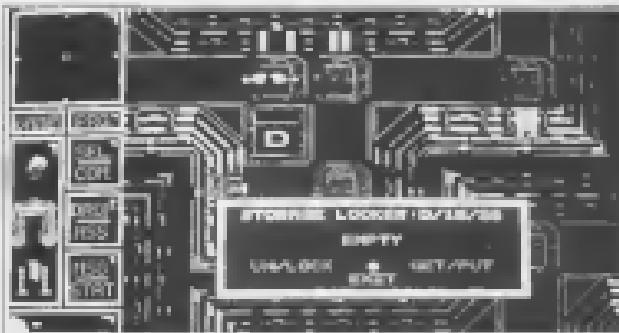


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SCREEN SCENE

Not just yet

described is easy enough, but as the game progresses more and more alien appear. Even though they're unarmed, they'll release gas bombs and by breathing a cloud

it's easy to lose the recharge points, computers and other useful items. But keeping track of the aliens isn't so simple. You can only select one alien at a time, so should two be attacked you're really in trouble.

I didn't like this game at first, after an hour I was hooked. Although First Contact does take like an arcade game it requires a lot more time and concentration than your average 'sit-back-and-enjoy' game.

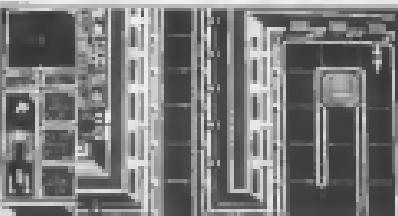
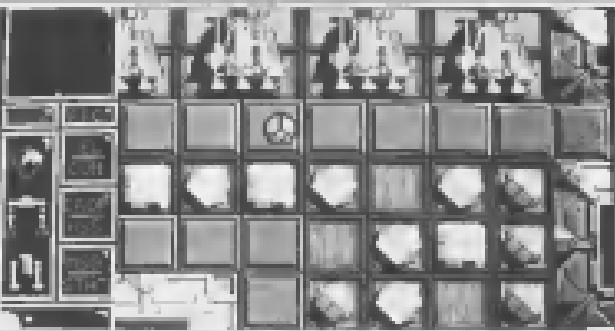
The final score

FIRST CONTACT

not in the hands of the man but their ideals. And of course it's you who controls them.

First Contact is a straight forward game of strategy, strategy and just plain funning. Decide on what you want the aliens to do, find another space station. Strategy is that you work out the level to defend the aliens. And the programming options is where you make most choices for your robots.

The space vessel in question is called up to four different levels each accessible through a system of teleporters. Although you can't control the space station of course you need to repair the damage they leave barking them. Patching up damaged computers and



VERDICT
It's worth getting into if you fancy something your brain instead of your finger bogs.

Mark Patterson

The final leader

SOUND	78%
GRAPHICS	73%
PLAYABILITY	77%
LASTABILITY	81%

80%

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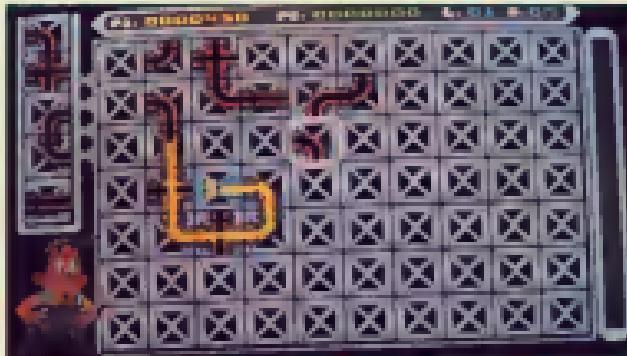
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Peter van der Heijden



If you're a Pipe Mania fan, you'll be pleased to hear that the game has had graphical, sound and hard disk versions. It's very similar gameplay — just 100% of Pipe Mania works along the same theory that keeps Platform and Space Invaders popular. A game doesn't have to have Disney Pixar graphics and an Afterburner soundtrack to be fun to play and addictive.

Admittedly, Pipe Mania has very little to offer. The game is based around a grid, the main graphics being composed from the collection of different pieces of pipe that are placed within the squares on the grid.

The idea behind the game is simple. Now, the plumber within the set time limit, have to lay up a pipe to a particular length. Simple is a word!

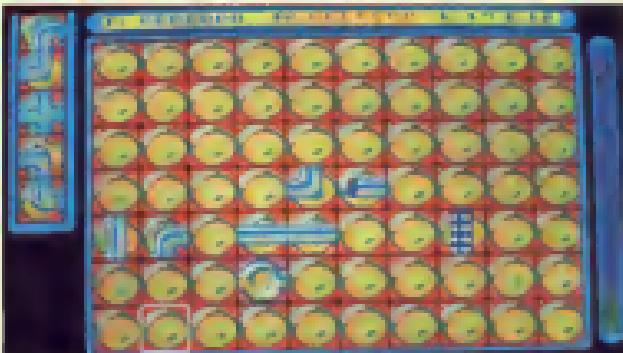
The only real problem is that you can only take the one of laying at the bottom of your bag, and that is rarely the one you want when you then do with that piece is your own business. You can lay it down elsewhere and try and link it on to something, or just drop it.

PIPE MANIA



Technically there isn't much of a game in there but I can see this easily capturing many of the familiar puzzle conventions. It's just so addictive you won't have time to catch your breath.

Terry Bilboes



Plastic the snake programmatically, but Pipe Mania has artificial programming

and picks up the next piece. This second method isn't efficient. It costs valuable points to buy lots of piping, so it's better to have a pretty good idea in your head as to how the pipe will run.

When the piping sheet runs

out runs out and you don't have enough bits of pipe left down the water pipe to flow very very slowly. You cannot lay down pipes fast either. Take too long over it and the water will speed up quickly. And that's about the size of it.

sound	88%
graphics	84%
playability	90%
lastability	89%

83%



DRAGONS BR

S

Would you give
yourself to this
monstrous beastly
you're liable to
be devoured by it.

A dragon owned by a dark lord
wishes out to find the secret of
immortality. And these are ruthless
selected lands. If they're not
spending their time breaking the
giant of towers down stacks of
land. They're trying to give the
monstrous lands.

The secret of immortality is hidden
at the top of the mountain in the
center of the giant map, and
it's only accessible with a map.

Interior: This is how it's divided up
into three phases and recycled
around the land.

Perhaps there play a dragon
you take this part of your life
the aggressive lands. There are all
kinds of beasts there, for
physical features and nature so
there's my advantage in playing
any particular one. Why this in
mind I was transformed into an
old man's foot of green society
land (the proud owner of a castle
overlooking a mysterious place).

Starting about my first day of
business as a food prep, with the
aid of my personal successfully

wiped out a third of the population
of the village of land a small
Dragon's backwater which do
served no benefit. Following up
that during those moments a dog
got up to the matches (yes, I
needed an army). After purchasing
some various chemicals from a
traveling salesman I entered the
Alchemy room and found the
essential spell book.

Spent ingredients fall into two
main categories: directions and
effects. A director determines
the target and the effects denotes
the effect. All the ingredients per
have different stats. The whole

Alchemy room



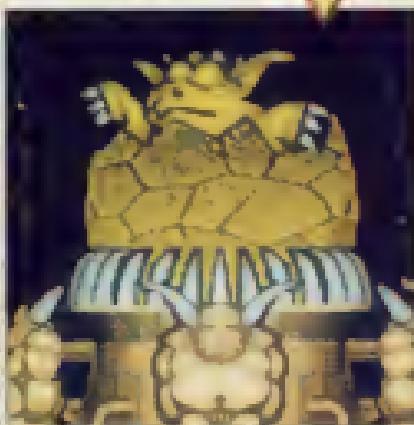
Palace
Price: £29.99



AMIGA

SCREEN SCENE

AM: A small baby dragon



uniques is extremely complicated, with different applications, having demanding and severe rules to the items which need to be added over.

Several months later and I came up with a potion designed to change my dragon into a more tame creature. And transformed I was again, this time into a dragonfly. It also managed to considerably reduce what would have been no less than half an hour spent working on a spell that would let him remember his ABC's.

"I took those symbols for my new dragon by inspiration, and respectfully I named him Mike after the Ed and Penny for the founders of software I created him into a wacky program.

REATH

Reath your Father

Dragon Felsor is Dead



SCREEN SCENE



Forest levels, and choose with keys you can't see them and groups



Take that!

Hatch attack

The dragon has the girl who was so good to anybody.

Everything went perfect too there and pretty soon I'd run out of cash and magic ingredients,

and dragons. In fact my performance was so poor I was told it was game over time. Thank you, you got it over with but that's the problem not me.

Dragon Breath is a simple game. Throughout the game all the villages and towns are constantly at war with each other while you conquer a few yourself. As soon as I got pasted out new villages appear on the map so it's permanently changing. Another well constructed feature is the spells. Almost infinite combination are made available to you but the ability to beat them out or villages helps no end.

Personally an cool controlled strategy the game has a

feature which allows you to hatch your dragons when you get rich. This idea is like a Dragon Quest style arcade game which I must say is pretty cool. Several features and many effects match the excellent graphics giving a great overall feel and depth to the game.

Dragon Breath is excellent, perfect for people who enjoy nothing more than indulging in a rock of peanut butter.

Mark Patterson



Mark's the magnifying glass

SCORE	80%
GRAPHICS	80%
VERSATILITY	80%
PLAYABILITY	90%

91



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Magnetic A Processes

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ANNUAL SPECIALS

ROTOR

In the future the welfare state of a dying of the past, with unemployment surging low and society Madguy down on the ground. The social classes will be markets and the Poor Readers.

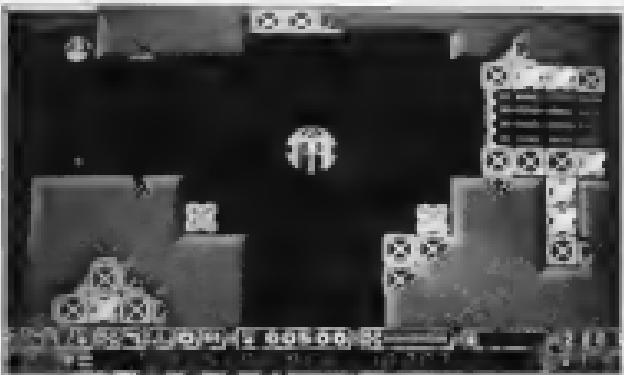
The job of the Poor Readers is to infiltrate an infiltrator's house, steal money bags and make use of a money converter. All of which is pretty long-winded excuse for playing *Rotor*.

As a frame you must prove your ability in the mathematics and cerebral simulations. Once you have done that you will be given a password to allow you to enter the battle section. Each battle class consists of three levels of varying skill and you must earn enough brain-gas before being allowed into the next battle class. You can do this by shooting enemy compartments, and capturing some computer parts, which can be used to buy add-ons for your ship.

If like me you're one of those people who loved *Phaze* on the 3D Twin Aster unfortunately has some appeal — though it hardly the best place to appear for the Amiga.

An acquired control system is only on the physics allows the player to get straight into the game.

Most of the game features are created on programs preventing the game from becoming boring. Tie the computer down be-



cause the game has a high level brain-fader when you've built up a high skill level much can stop the fun.

The graphics are fairly simple but ideal for their purpose. Each battle class has different track-draw patterns for a character which helps to keep things interesting.

All the objects are rounded you might expect are present to make them simple supply. There also includes a variable symphony of these models.

Rotor is well presented, and has a high level of add-on variety. It doesn't offer much that is new, but it has a uniqueness to the kind of

game. You should get a copy if you share my feelings.

Mark Waterwood

Arcana
Price: £19.99

SOUND	75%
GRAPHICS	75%
PLAYABILITY	80%
LASTABILITY	80%

78%

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A rather unusual start.

TYPHOOON THOMPSON



We regularly feature reviews of games in quite different settings to this game. Virtually or many associates the AMIGA with space, science-fiction, but in fact Typhoon Thompson and the Amiga seem to go the same way.

The opening sequence shows Thompson being flung unmercifully out of a space craft and onto a Jet Bed. His mission is to find an unbroken shield. From our of nowhere two mysterious green globules appear, give him a mysterious boost and he's away than ever!

The object of the game is to collect ten items from the Space Guardians who will tell her to recover the last part. But first you have to find a dagger which is stored inside the white treasury chest. Naturally there's a catch.



Jet bed stay

Each of the surrounding islands contains Gas Spores and their collection chest. Before the gas can be removed from the game these spores need to be dealt with. Removing the spores from the islands is easy enough just let loose a few gases to shake them up. When they start racing around it's just a matter of poking them at the that's not quite the end of it.

Once a Spore has been collected the creatures will fly around in the ocean. Then it's just a matter of gathering the

spores up into a sack before they begin consciousness. After each one has been collected a rather annoyed like creature emerges from the treasury chest, jumps around, gives brief instructions and gives up the shield by a grunting.

Finally the final mystery is being lifted. This is where Typhoon Thompson is the key the Jet Bed is controlled. Guess why? It requires a combination of unique pace buttons and lots of concentration. The use of these skills which doesn't really do it well take a long time to master.

**Domark
Broderbund**
Price: £19.99

Typhoon Thompson features several short sequences during the rest of the game, as well as a dazzling amount of different movements effected by the Jet Bed and its pilot. Some bossing sound effects are unique and some that are slightly more present. My only worry concerns the stability of the game. I almost completed the level and effectively a couple of hours and I never actually saw the end. Was there are any live in bugs?

Life pockets aside, Typhoon Thompson is a great little game that deserves all the credit it gets.

Marc Pilkington



SOUND

75%

GRAPHICS

82%

PLAYABILITY

86%

LASTABILITY

82%

86%



y only assignment of Warhawk
to date has been
Mission! This
is Duty and a
crash course in the water parts of
the game from my good mate L.A.
I don't know much after saying
that. Amakumar can't seem to
make up their minds whether
they've relinquished control, leaving
the rest on guilty about entering it.

Local Press follows the story of
plane-seaplane disaster and no
one seems all of whom have sur-
vived a helicopter crash behind

Blowing cover from the Old Man



Above — Body blower at a time to
blow by Purple Heart

Left — Blowing through the Melting
Water. The rest of life is over

Right — It's a rough enough
world, and there's a lot more
to fight than just the



Below — Amakumar are free! So
now big is your plan
and how?



SCREEN SCENE

Army base. Once a game has a cast of imaginary characters and a plot about an adventure, or a Police Academy film.

Resources are limited. You have a dozen or so grenades, a couple of hundred rounds of ammo, and health and food. To move things where you need to guide the platoon through fifty-eight areas of "Voodoo territory" in order to reach a friendly base. Your source is plotted on a rather simple map. A detailed report on the surrounding areas can be passed by sending out a scout, although he does bumping into "friendly" patrols.

Invariably you meet your many men early under fire, causing the bad guys to either run or leave an assault sequence. You find your self taking control of a unit, sending a load of bullets, and every now and then should you feel the need to you pop up like off a few places in his a grenade or two then give back cover again.

The fun in this game didn't have many depths. When your men are running from it pays to visit a village. Some are friendly

but you are not sure who belongs to whom. You can be sure if you start to snipe, god help us, for the bases have it if you're not getting anywhere you can assault a village. If you do it's already ready made, you can say capture in the village. The highly laudable option is like something from *Apocalypse Now* — but it hardly does wonders for your men's morale.

Although it jumps on the *Citizen Kane* bandwagon, *Lost Patrol* misses the mark. As a continuation of sub games it scores OK, but as a *Mysteries* war game it's hardly an edition.

All the individual sections are good for replay. The graphics are only fair, unfortunately more than an impression as they are very dense and slow to believe. A weak sounding but nicely done soundtrack runs through throughout, only interrupted by bursts of gunfire and the usual combat screams.

Lost Patrol is not what I had originally expected. Instead of a really interesting well plotted strategy it turned out a string of amateur resources. Despite the disappointment, *Lost Patrol* is a pretty good excuse for a romp through the Vietnamese countryside and it does provide some genuine entertainment.

Mark Pellegrino

THE LOST PATROL



Wading through the dusty fields



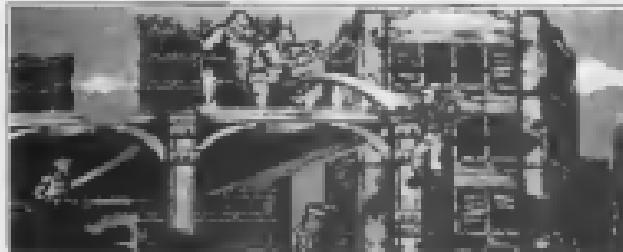
Parade base



SOUND 78%
GRAPHICS 84%
PLAYABILITY 78%
LASTABILITY 86%

83%

SCREEN SCENE



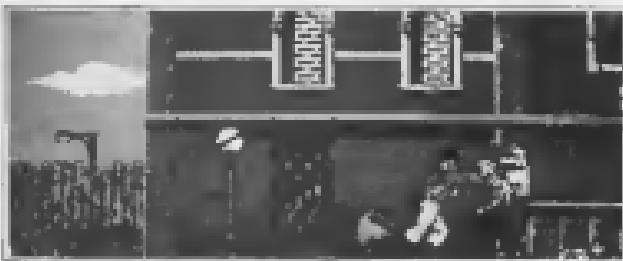
Rebel pencils

Tell the story of one man's fight against a cold and unfriendly civilization. All traces of modern society, science and mental evolution have disappeared. The modern steel and cement jungles of the last world have become home to a barbaric and violent breed of street gangs and hooligans. This is the world after a nuclear war, a world where no man is safe from his own brother.

Human beings are particularly versatile creatures, able to adapt easily to their chosen environment. All except one particular human, Jonathan Rogers, known to his friends as Jango Rogers. And who can blame him?

Jango doesn't want to stay in a permanent避难所, since the idea of the world he comes after the war has only escaped route 66 is a launch pad way off to the right of the screen, where he can escape to the outer colonies and be free from all the hazards of staying in an Amiga computer base set up.

Of course, to get to the nuclear free haven — a son of Heaven on the moon — he has to fight his way through the obligatory tunnels of screens, shooting from left to right, punching and reading every living thing that comes his way. And for a change, there are those



AFTER THE WAR

bangs to hit than the usual collection of mouse-based armaments with checkboxes. There's the standard dog-in-the-manger approach, not to mention the thousands of rats and wasps that race unceasingly. That's variety.

This sort of game has been done to death, and the real problem is that it just isn't getting any better. After seeing a dozen or so of these things you begin to wonder if the term *precision* makes perfect, especially means anything. Only a perfect world is normal. Somebody is always an important factor, but maybe not the

programmer of the title baby. Or, no, using a key on the keyboard as a second fire button isn't unheard of, but it is usually the space bar, not something as odd-to-hold-as-the-left-Shift key. It takes presence of mind to ignore all of the fire buttons and manage all the keyboards while trying to hold the joystick. It is not particularly easy. Besides all this, the user must play the fact that the controls are amazingly unresponsive, anyway. Come on, this is supposed to be an action game!

Visually this is very reminiscent of *Alleykat*. Deafening large

sprites are all very well, but animation is also a major part of making a game look good. Two frame animation does not give the game an arcade quality feel, and as for the other visual elements, almost spot effects, well, they don't really add any such character to the game. In fact, after the first doesn't have any character.

Tracy O'Brien

Dynamic
Price: £19.95

BOARD	81%
GRAPHICS	89%
PLAYABILITY	84%
LASTABILITY	85%

63%

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WHILE STOCKS LAST!

SCREEN SCENE



Mother (Amiga version) is the best day out the added pleasure factor.

SIDESHOW



What next! What?

Given the colour and variety you'd expect to find in a circus act it's hardly surprising that appeal to gamers in so many different categories is Actionware's latest release for the Amiga. All the fun of the fair is guaranteed as you wander round eight different acts and into the food stall.

Play your ticket and choose your booth, though to start with you only have enough to play at

Balloon or Ball. In the former you must fire a water pistol at balloons whilst the latter has you shooting green beans. If you do well it means you won enough tokens to visit the other attractions which include throwing a strength tester a shooting range, a very strange stock shoot game, a dunk tank and the food stall.

All the games are played using either a mouse or a light gun and all require you to shoot at some

Actionware
Price: £24.95

thing. A really nice bonus feature is that you can change a face and gender to the character in the dunk tank. Every game is intrinsically mainly because of the presentation and its simplicity but be warned they can quickly become boring.

While all this is going on you get packed in until after a bit you have to eat the food stall. This is an annoying and frustrating phase of *Sideshow* that must be endured after playing a few hours.

Sideshow is graphically appealing. Large, well defined characters, excellent animation and presentation mean all games do their is want to good effect and a huge variety of graphics help to keep the player interested.

The sound is of pretty quality with plenty of music and appropriate effects to begin your game with.

Actionware have obviously put a lot of work into *Sideshow* but it is let down by the simplicity of the games and the persistent need to eat the food stall.

Mark Mawson

SCORING
GRAPHICS
PLAYABILITY
LASTABILITY

84%
84%
84%
84%

71%

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WARHEAD

If I told you that *Warhead* was a space-based shooting adventure with deepest dimensions, you might be forgiven for saying you've seen it all before. If I then went on to tell you that the game is played from a third-person perspective from the cockpit of your spaceship, with the outside world being represented for the most part by solid vector graphics, you'd be perfectly within your rights to say the door in my face. If I then followed up with the police as evidence and said just that it offered mission to a degree that none of its predecessors had ever dreamt of reaching, you might just give it a chance.

Warhead is little short of amazing in all respects, from the ear-splitting sound effects, right through to the day time rocket attacks caused by other ships. It's superb...

The plot is very simple. You're a sort of space-bound security guard, who has to venture out and rescue over a period of time with the ultimate aim of stopping a genocidal invasion upon our solar



system. All the missions are linked by a main plot, with lots of little subplots, and one thing you must always remember is that your actions on the mission you are currently undertaking could have serious repercussions in the later stages.

Flying the ship is a lesson in entrepreneurship in itself. In space there is no gravity and so, initially, as flying, the user is a little like playing *Wreck-It-Randy* without any gravity and in three dimensions. You only slow down or stop if you make yourself stop or stop. Once you've started travelling in a certain direction and speed, you keep it. These figures will give you a sense of control in *Warhead*. Indeed one takes a lot of practice to get used to, but this doesn't even begin to harm the playability. Remember this?

The subplots make up a lot easier to you. There are ten of them, each with a specific mis-

done function, then driving the ship very nicely to a designated point through it's just pointing the ship in the right direction (but not necessary leave anything in the game unless that turn and those rolls, and the attention to detail is amazing, even something as small as a missile release and going to its engine to charge sources. How many sleepless nights went into this little project I wonder?

However many it was, it paid off, just on the graphics. The game is nothing short of visually stunning. It isn't better based and it isn't solid vector based (which use the term "fixed vector" but it seems to really annoy Greg) instead the programme basically applies an effect where polygons look better than vectors and vice versa. All the ships are vector based so that they can move quickly and look good. Things like explosions are static, however, don't really move that much as



applies are used because in the two instances here, they look better. Speaking of the instanced units in other games I used them, this worked down to move at all, and why should it? After all you are travelling negligible distances across the solar system. To give some feeling of movement to the game you can switch on movement mode which will let the started in orbit giving you some of class as to which direction you're moving in.

Warhead also scores in the important playability category. There are loads. With the instanced places of different purposes, and many different ways of going about your tasks. The cast of characters been done and good, are helped off by a guy called the Narrator, who goes up throughout to give you as much gear as possible.

Penalties is probably the best word to sum up *Warhead*. Many because it is.

Greg Miller

SCORING	88%
GRAPHICS	95%
PLAYABILITY	93%
SUSTAINABILITY	84%

93%



Lined up for the panels



And here's the village 3D model



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CONQUER

AMIGA

SCREEN SCENE



setting a few different landscape scenarios: roads, rivers, houses and trees -- and that's not everything either! Conqueror is full of vehicles ranging from simple buildings and agricultural units which help in and around.

The driving factors have their terrible effects: they knock you off, let off a big shot and run away, or perch atop of a hill and attack you whenever you roll past. At times you have to run away fast -- especially when faced by a tank which has been built like the side of a house. And the computer uses faster tanks.

There are three countries involved: Germany, Russia and America. The setting is around 1944, so the tanks look modern, though the rest and features are certainly individual. I opted for commanding a German King Tiger. It's big and powerfully armed.

Conqueror is a beauty game with nicely-coloured graphics and fluidly-drawn sprites. The three paths give you scope -- try shooting off in a bounding west-thoughted camp. Ultimately the computer always seems hard-boiled, but it's fun to battle it in the early stages.

A packed menu around Europe looks up in twenty-one of each you're impervious to the customs and most of the computer definitely a learning success.

Mark Patterson

L

et's bring in a bit of history's IT! Pretty Much like the Amiga ones we saw, and it's

the old...

Conqueror comes from "The same team which produced War and that other game, War Zone". My first impressions weren't great. Gameplay and overly user-friendly, I thought, but then I saw the impressive scaling feature the option screen.

As in real life, tanks aren't easy to control. These of Conqueror

are excellent, requiring two pairs of hands on a computer-controlled tank. Use either ten joystick to control the tank and left track, with the computer as your gunner, or move the tank with one hand on an automatic gunner or vice versa.

Conqueror features three sub-games: Arcade, Action, and Strategy. Action is just a matter of racing round the landscape blowing away everything which has stood. Action has got its own kind of a passion of fire, being controlled by your direct command,

the next being orders, like you fight off another enemy force.

Strategy is the most complex, involving. You and your own power equipment are unleashed 2000 points to spend on tanks, then they're placed on battle field. The more strategy tanks you destroy the more bonus points you get. It's quite cool when you've actually built a private army. Later on you get to use another planes and sell in another fire to help clear the area clean.

The battlefield is made up of a 3D patchwork of graphics, un-

CONQUEROR

SOUND	78%
GRAPHICS	90%
LASTABILITY	92%
PLAYABILITY	90%

91%

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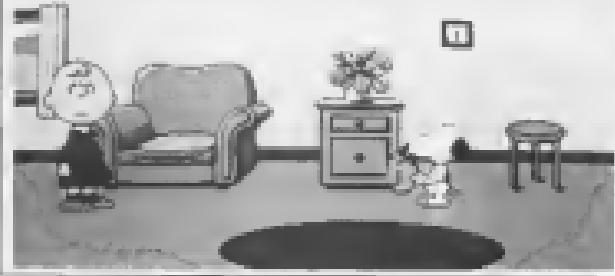
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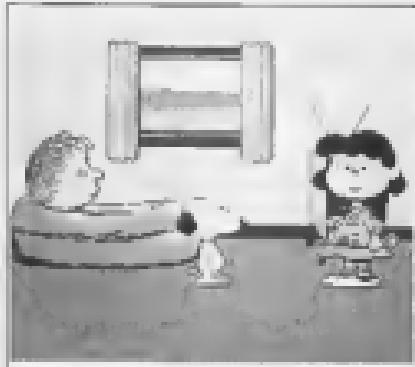
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SCREEN SCENE

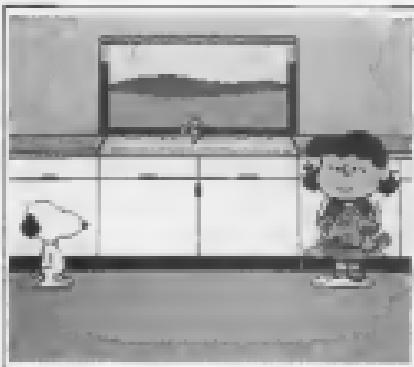


Charlie doesn't want to play

SNOOPY



Here she is, it's Lucy



Beck in the land of yell

Believe it or not Snoopy has been around for over thirty years adorning countless comic books, TV channels, lunch-

bags and just about anything else a human being can appear on (or in). Along with his antics from the cartoon show Peanuts, Snoopy has taken a break from the small screen to emerge on the Amiga in this release.

The game follows one of the favoured Peanuts plots. Linus' dog Snoopy has lost his security blanket. Without this he is a nervous wreck on the verge of exploding out completely. In the case of most dogs (Linus, The Littlest Hobo, Jerry and they would bark) get someone to take them inside a heated room and then return home with the desired no response approach and a few

or two Snoopy on the other hand suggests around going in the way and wrangling passers by.

Playing Lincoln means you're always ill if you appear (unless when you don't have any clue where it is). The only way to progress is by solving other problems and helping everybody out, such as filling Lucy's peashoot pistol, then dropping a ring into it. Not overly complicated, but fun at the same time.

Snoopy continues in this same vein as the Amiga's classic games with some very nice cartoon style graphics. The major difference is in the playability. Snoopy is far easier to get into, though it's hardly the easiest game to have suffered. Snoopy is a

slow game though it is meant to be taken at a leisurely pace.

Though not directed towards young children, there is still areas where I will find most of its fans. Definitely not top doggy stuff for those who are partial to a square game of Alien Space-Cowboy Clash. Handing out that Snoopy's deposit is limited and with a small amount of brain work, fairly easy to master.

Mark Patterson

The Edge
Price: £24.99

SCORE	85%
GRAPHICS	85%
PLAYABILITY	87%
LASTABILITY	85%

65%



town in from Brighton on a salty sea breeze, KC's helpline once more sets sail on its voyage to rescue the stranded. And are they grateful for Keith's mercies, those stricken? By Jove! As usual they are, all bar one lone voice from Down Under.

SHARD OF INOWAR

The clouds of heat was the spot Philip Bowler reached in factory, and it suddenly had up to no name. Philip found himself casting them with every fibre he had to do. In *Firth-of-Fame* came to the rescue: "You need to open the door up a bit more," he suggested to my the **ALL CHALKED, BREAK FEARS AND PLACE SHARED IN TYPHON** INDIAN PITCHES OF BULLDOZER, PLACE UNPAVED IN SPHERE.

UNINVITED

From McElroy of British Premium Australia, a being scared still by a ghost at the church grounds, and he finds there two countable to the company of a quid he has come across, either. Is anyone able to offer an lead to his change?

JULIETTE

I think that the man is not having because it goes cool further into it without anything happened," writes Robert Schubert of Vienna. Please also have words of wisdom for Greta Trammeister, who was trying to break a lead when we last heard from her. You must say **IT ISN'T AFRAID** to speak to the sit.

Patent is in the town of Zee, in the third point, and now needs help

himself to make which ships to take. In great attack! I think I can find out the name of another captain to leave, but where?

LEGEND OF THE SWINDLERS

Dear Captain: regarding shaggy progress in this game, in account of the ones. Who do you tell the most instances? And where is the High Lord's staff?

MADAC MANSION

Claire and Trevor Allens from Auckland, New Zealand, make a good combination when playing adventures. They have sent some much-needed help for Polynesia Crossroads, playing Ultima III (an adventure game). But now the player pair ask a pair of combinatoric questions: they would like to know the combination for the side and for the door to the disseminate laboratory. Oh, and the whereabouts of the keys for the medicate cabinet, and for the structure in the paleogeography room. Just for good measure!

ZAK McCRACKEN

Here's Matthew Branson from Cheltenham, Australia, with the location on Mayhem Locksmiths. The statement made by the girl said but

meaningless. All it means is that the large gold key has exploded, and you cannot open the gilded door with it. Try opening said Zak's mansion, and then get him to use the Bobby Pin sign.

POOL OF RADIANCE

Where is it, the Pool? That's what David Jenkins of Auckland wants to know. He's completed all the combinations that the clock has to offer, but he still cannot find the pool

If you have a problem, can help a distressed adventurer, or have something about the world of adventure you want to get off your chest, write to us at ULA. The Valley 20-02 Paddington Lane, London W2 1AE. Right-hand myself as soon as I can.

COMMENT

Make "The Valley Bigger!" is the cry from many readers. Here's one of them:

"The Valley is much-too small-and really not adventure review a much-a wasted excuse. Tell the Ed that Valley should be at least as big as they Yoda. No, no Way, you can't occupy the other half of the map." Steven, Australia
Steven, forever

Complain or Complement. But what should we fill it with? You remember when there were more adventures released each month than we could

INTO THE

VAL

cover in G&T things are different now. There's a few adventures but they are far bigger and more expensive. The stories do give you quite a lot of information, but most stories get more involved than are relevant! And to be fair, yes, they get nice reviews, but I think there are too many to cover.

• Our last interview was about our adventure reviewed in *The Valley of Drift*.
M. FARRAR,
GOTHIC, Manchester

Campbell's Comments: Definitely not. There's a major difference that was introduced for the UK and not for the Amiga during 1991. It there is a choice of both controllers, naturally the most advanced version, design, is the one selected, with details of availability of other versions, as in the original, for example. Talking of availability . . .

• Every month I enjoy reading your magazine, and find it very informative apart from one thing: I wish that when you publish the reviews for games you could say which computer the game is played on, and whether only on that or also others. Recently I read the review and thought that sounds like a good game and I'd like to buy it. But since I've seen reviews in the past I can never remember if it was appropriate for my computer or not.
ROBERT COOPER
Harold Wood, Essex

Campbell's Comments: Well, what do you think, Valley reader? Is this a good idea, possibly to see just how portable? Or is the answer to buy both a 486 with drives and an Amiga, and just go out and buy the game anyway . . . ?

• We are three adventure freaks and we're searching for other adventure books. We're not unique and our favorite company is Infocom. Under Holligan, Christopher Purdy, Chris Schubert, Christianne, etc., etc., etc. Printed!
Australia

Campbell's Comments: Well, there's the address, folks. Why not put pen to paper and let them know there are others out there, somewhere?

• I was fortunate to discover a portion of my lost letter published in G&T that thought was confidential, and so I still have not had a reply to my request for help in China. Please, with or without Quill, I still need help with dragon Quill, but have found the other web — no thanks to you and your friendly magazine, before I speak to Quill. As for your assistance continued, I should be reading other magazines — I find them much more informative and helpful!
PHILIP MOORE,
Auckland, New Zealand

P.S. So much for getting back to me.

Campbell's Comments: Sorry, Timo, mate, but I did get back to you, didn't even if it wasn't with the answers you sought! Unfortunately your second letter was to have been printed as a correction to your first letter, which probably got published, but which I had thought was going to be, if you get what I mean. Worse still, your plea for help was removed from the same column (Goodwill), hence no clue was

forthcoming to help you there — no stopping them and this being little solace! Just one more thing, you'd never believe how incredibly odd and what a weird adventure reward he has chosen the other magazines you read!

And occasionally we do get things right. In this case, a problem with Quill of Terrier . . .

• I'd just like to thank you for getting back to me so soon. Really, honestly. So thanks for the help, and keep up the great work helping us solve these silly puzzles!
KAREN RAZZETT,
East 888,
Chatswood Plaza,
St. Chas, NSW 2115, Australia

Campbell's Comments: How anyone could have got a spare copy of Quill of Terrier that leads, that they could send to Karen! I can't afford the postage myself — I had the book!

That's it once again! Which gives you a whole month during which to write to me. Write it down, make it cross-crossed, make it thought-provoking (and/or punny). Helen Moore (Ed.)

Of course postal costs are payable to Mr. E. Campbell.

ADVENTURE CLUES

With help from Alan and Trevor Allerton, Richard Beavis, and Robert Schubert

MURDER TALES

The eye of the needle is located in the third level of the castle after the corps of King Adrik. Get it by killing the spectre that haunts them. The answer is in the Master Sorcerer's castle in VANDRING.

ULTRASUIT

Get ULTRASUIT at the giant snake outside Castle Smith. You must have the mask of the Snakes for this to work.

Go north from Castle Britain once you have finished the assault on Gwent and the Islands to the north have the

barrier. Take the bar and gently the ultrasuit to get ULTRASUIT.

JOURNEY

The route must be read from right to left. Say JOURNEY to enter the storage room.

GARDEN

Speak to the children — he's helped before.

Banana is a light-speed worker — but kill the chest first!

THREE FORTS

There are two locked doors the key you possess, yet can only open one of them. Both must be closed before you can kill someone.



INTO THE

VALLEY



THE JETSONS

Microillusions

Amiga

Price: £24.95

For anyone who can't remember, The Jetsons were a futuristic version of the Flintstones family created by Hanna-Barbera Productions. They live in a city above the ground supported by giant poles and have all the latest hi-tech gadgets, plus plenty that haven't even been invented yet. The family live with their dog Astro, have the robot maid and daddy, a useful robot who goes out after all the time they're making their debut as a computer game.

George Jetson's misadventures. His workstation has failed him. Already he's late for work, and he hasn't even got up yet. Rushing around his stepped apartment, he gathers the necessary belongings, and heads to the Spacey Building in his flying car. The floor, Mr. Spacely is not around, and if George can just manage to



get enough and talk himself out of trouble, he just might keep his job.

The place he will have to pay a visit to is Rotoville, a planet inhabited by violent robots, where Spacely owns a factory. It's more than the entire town's operation, and Spacely's involvement with it is threatened by massive pollution, caused by the building of a huge wall round the factory. It seems there is an environmental problem amongst the robots — the spacemen are encroaching the wall, while

the spaceman robots just as rapidly dismantle it at the other end. All this nobility is going due to bad and short sighted spelling, who otherwise might understand the bigger picture.

George has to do three things up before the arrival of an important group of spacemen who are in the middle of the first of the

GRAPHICS: 90%
PLAYABILITY: 85%
PUZZLABILITY: 57%

adventures in the light of its falling popularity.

The game is played entirely by mouse, using the mouse and scroll wheel. INTERACT, LOAD, GO, OPEN, CLOSE and GIVE. These are supplemented by numerous selectable actions described in text, which vary according to the current situation. However, as well as by using the GO icon, can be effected by clicking on icons on a small map of the current location objects can be taken by dragging them out of the picture or a container window and dropping them into an inventory window.

This adventure system is not unlike the point and click system, but it has the feel of being direct, and correctly response direct because location is quick enough to prevent play from becoming tiresome. The graphics have animation and accompanying sound — the title theme is a superb example of digitized music. An added touch is that if the player is unable to find a key item, the screen starts displaying pretty patterns until the mouse is again clicked when the screen refreshes and play resumes.

The text referred to on each of the player's commands results in a story-like narration, and the story can end fairly abruptly, albeit happily, if the wrong commands are entered. But there are real possibilities too, of a fairly straightforward termination. As in the classic type games however, these show the adventure system as being dramatically overruled by following imaginative attempts at success.

It is also a pleasure for the hardened adventurer, but ideal for the beginner or someone who wants an easy ride for a change. Hopefully there is no offering that will never prove sufficient to motivate playing.

81%

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INTO THE

VALLEY



DEMON'S TOMB

Melbourne House/Silhouette Software Amiga

Price: £24.99

Melbourne House's latest adventure is a tale of dark demons and wrappings in a movie-mystical setting. As Richard Lycan, son of a famous archaeologist, you must rescue your father's notes wrapped in the wrappings of the soon-to-be-mummified old priest.

Demon's Tomb is presented in one of the most health-

advantageous systems I have seen. A text adventure with graphics which are extremely dense, and which display an over-pictogram occupying about a quarter of the screen area. These are accompanied by a caption relating to their context on the game.

Commands can either typed directly from the keyboard, or selected from a menu-system using the mouse. The text size and format can be changed, as can the foreground and background colours of both the text area and the menu. You can even have a horizontal text display.

Other easy-to-use features include no advanced power

that will try and anticipate the needs of unskilled visitors, recommends the UN*X, IBM PC/AT and PCjr/PCjr as well as the usual disk drives and basic plus a line editor and some defined menus. This enables the player to substitute an alternative for a frequently used command. For example, after entering DDTIME, if a **PUNCTUATE**, using the letter 'd' alone will save the player typing in the whole word.

This is obviously built into the game, using a **THINK ALONE** command. Likewise, the words for less like **RELOAD** them using the word **HOLD** for it encourages the player to think about what he's doing.

The system allows you to adjust the mode of play to the player's taste. There is even a panic button that clears the screen and displays the off-screen prompt for those who play the game at work. When in panic mode, any text entered will elicit the response: **This machine is busy — do not**



much.

The only flaw in the game that I came across was when I commanded **Richard** to **EAT** the potion of the professor's that looks and so obligingly picked it up in his mouth. **Hmm — yes**, well every adventure has its silly moments, doesn't it?

If **The Demon's Tomb** is a light-headed adventure ideally suited to the beginner, there are more scary problems, with plenty of suspense. This is for the more experienced adventurer to get his teeth into.



GRAPHICS: 83%
PLAYABILITY: 95%
PUZZLABILITY: 87%

85%

HELPLINE

Remember to mark your envelope either 'Enquiries' or with the correct response code.

ENQUIRIES

H.U.T.E.

Could anyone help me with a cheat mode for H.U.T.E. on the Amiga
G.C. Moore, Kings Lynn P1

DIZZY

I am very much stuck on a game called 'Treasure Island' (Dizzy). I have heard that there is a cheat mode. Could anyone tell me what it is. I would be very grateful.
Super-Miller, Cumbria P2

IMPOSSIBLE MISSION 2

It's become very dull. I have impossible Mission 2 (Amiga version) and find it quite impossible to make it through two hours without any time passing out. That's why I'm writing. If anyone out there has a handy tip to stop the hour on IM2 it would be much appreciated.
Help Me! P3

STRIDER

Could someone please tell me how to get past the first level of Strider? I can get up to the little house that flies later but can't get any further.
David Kitch, Dublin P4

AMEGAS

I have just bought an Amiga 4000 and I am playing Amegas but I cannot get beyond level 2! If anyone has any guides or cheats please send them in before I go nuts.
Please
S. Lewesbyng, Essex P5

SUPER WONDERBOY

I would be grateful for any help on the game. An infinite lives power would be much appreciated, as it is the final levels which always catch me

character to the ground when in the sky. Thanks!
Andy Phung,
Western Australia P6

VICTORY ROAD

Recently I bought a game called 'Victory Road'. I cannot pass through the first stage especially going up the wall to another staircase. I have tried tracked a few copies of the CD but couldn't find any cheat mode. I would be grateful if someone can help me.

Christina, Singapore P7

ALTERED BEAST

Can any of you help and yourself I have an interesting problem with Altered Beast! Level five is the cut-off which happens to be on extremely difficult level and of course is Alter Beast! I expect to be glad to hear from you. Any tips, points, hints, lettings etc. would be much appreciated.
James Vidal, Avon P8

GHOULS AND GHOSTS

Has anyone got any help for the great game? I've got as far as the end of the second level and then the guardian appears but I really want to see what the later levels look like. Please help.
Bob Morgan,
Brentwood P9

SWORDS OF TWILIGHT

I really need some help with Swords of Twilight. I'm absolutely hooked on it! Being a real game freak doesn't help either. So if you've got anything at all on this game could you please let me know?
Dave Allerton,
M. Germany P10

INTERPHASE

I've really checked out over this I'm up to the third level and cannot work out the correct

way to get the girl through the complex. It's got to be pretty obvious but I've had no luck so far.

Don Kamp,
Merseyside P11

XENOPHOBIE

A joke is needed urgently for this. Every time I load the game character I get raped and I need help fast.
Roger Coulton,
Penzance P12

DRAGON SPIRIT

This is one time I found the computer version harder than the arcade machine. Anybody knows a cheat mode? I suddenly get sent to 'No Up' Plasma help.

John Moulton,
Somerset P13

OP THUNDERBOLT

Could somebody please give me some help with this game? A joke or whatever else for infinite lives would be most appreciated!

Steve Moleski,
Birmingham P14

X-DUT

The stink. This is one mega hard game and I can't get anywhere. Any help whatsoever will be more than well received. And can anyone help with Bottle Squadron?

John Simpson,
Leeds P15

SUPER PUFFY

I keep had Super Puffy from almost day it came out. Unfortunately I can't clear the second level and need to be sent a patch.

Phil Griffiths, Cumbria P16

RESPONSES

MORDORIS RIFT (HS1)

Karma ED being for infinite lives
0 PRINT C=0 \$ [1+2] TAB [7]

MORDORIS RIFT—
Karma ED

FOR I = MID TO 744
READY FORKEY C = C+N
NEXT

20 IN C=0\$483 THEN PRINT
"DATA ERROR" END

30 SIPS 280

40 DATA 169, 1, 170, 169, 0,
22, 169, 205, 169, 0, 22, 169

250

50 DATA 169, 1, 169, 8, 22,
255, 169, 76, 141, 242, 3,

169

60 DATA 102, 141, 143, 3,
149, 1, 141, 244, 3, 76, 12, 4,

169

70 DATA 1, 146, 20, 238, 169,
114, 146, 29, 232, 76, 0, 238

169

80 DATA 234, 141, 62, 8,
141, 22, 8, 141, 64, 8, 76, 22,

169

RENEGADE (HS2)

Indicates from
0 PRINT C=0 \$ [47] TAB [7]

RENEGADE CHEAT—
RENEGADE

10 FOR I = 415 TO 443

20 READ : FORKEY I = C =
C+NEXT

30 IFC = 6000 THEN 80

40 PRINT "DATA ERROR"

169

80 DATA 185

120 DATA 33, 44, 247, 32

168, 120, 122, 121, 202

130 DATA 3, 149, 110, 141,
322, 2, 169, 1, 146, 204

140 DATA 3, 24, 141, 255

233, 169, 195, 141, 146, 1

150 DATA 1, 141, 1, 149,
1, 16, 146, 8, 141, 256

160 DATA 169, 2, 141, 33,

158, 76, 200, 163

READY

A. Wheeler, Blackpool

LASER SQUAD (HS1)

This is an impossible P11. The following gives infinite colour power

1 FOR I = 679 TO
744:DATA\$

\$1 = ASC(LIST\$44) I = 1+
I-679,169,I-1,I-2

28 = ASC(BRIGHT\$44) I =
I+1-679,169,I-1,I-2

4V = LIST\$44 + E C = C+N
POKE I,V:NEXT

PLAY TO WIN

\$ INC-->2027 THEN PRINT
DATA DIRECT INTO
&PRINT "LAW IS LEGAL FOR
FUTURE USE"
PRINT "400000000 TO START
100000000, 10, 30, 7, 28, 20,
40, 15, 30, 30, 30, 30
170000000, 03, 00, 20, 00, 00,
00, 00, 00, 00, 00, 00, 00, 00
180000000, 12, 10, 00, 00, 00, 00
40, 10, 00, 00, 00, 00, 00, 00
150000000, 00, 00, 00, 00, 00, 00, 00
40, 00, 00, 00, 00, 00, 00, 00
40, 00, 00, 00, 00, 00, 00, 00
160000000, -4, 00, 00, 00, 00, 00, 00
00, 00, 00, 00, 00, 00, 00, 00
00, 00, 00, 00, 00, 00, 00, 00

ALIENS US PHOT

The station by the bushy grove

THE NEW ZEALAND STORY

In your Polymer 1990 issue of C&E News page 69 there is a listing for New Zealand's "Merry" the some polar bear already known as "panda" in your magazine. I understand "Merry" (page 73)

Type in the program and then
print it off for future use.
The program and these two
new designs (CPI + Design A)
are good when the
Markman head gears snap.
The New Zealand Army used
them.

19 ROMS ----- CRACKED BY
APEN-CODE 0.9999
20 ALIEN SWEEP V2.3 -----
21 BLOODHOUND - D - 100%
22 TURBO441 - speed = 348160
23 START = 311640, FREQ =
348431, GOSUB 50
24 CRASH 99
25 ROMS = ----- STAGE TO PRINT
STEP 2
60 READ #10 : P = VAL #N :
A =
70 checksum = checksum +
P : POKE#10,checksum : NEXT :
80 LBL 10
90 PRINT "Your-Checksum ="
"checksum"
100 IF checksum < > total
THEN PRINT "Data
Error" : END
110 PRINT "ENTER YOUR
AMIGA WHICH IS READY AND
WHEN THE

APC Recipe — 2721
Options Defense — 11080
Avalon Moon — 27841
Never Runout — 71486
Gamer Bottles — 71638
Also to move on to the next
level press "up arrow button
by the remote key" and you
will get through with all your
men alive.
Action: Sharp Whitehaven

HOME DEPOT

This gives a low viscosity oil which will not penetrate the leather in the long run.

```

120 PRINT "WELCOME TO  

130 PRINT "HAND APPAREL, INC."  

130 PRINT "THE  

130 PRINT "PROGRAM WILL BOOT WITH  

130 PRINT "PARALLEL UNITS."  

140 ENDALL:END
150 DATA 0000 0000 0000 0000
160 DATA 0000 0000 0000 0000
170 DATA 0000 0000 0000 0000
180 DATA 0000 0000 0000 0000
190 DATA 0000 0000 0000 0000
200 DATA 0000 0000 0000 0000
210 DATA 0000 0000 0000 0000
220 DATA 0000 0000 0000 0000
230 DATA 0000 0000 0000 0000
240 DATA 0000 0000 0000 0000
250 DATA 0000 0000 0000 0000
260 DATA 0000 0000 0000 0000
270 DATA 0000 0000 0000 0000
280 DATA 0000 0000 0000 0000
290 DATA 0000 0000 0000 0000
300 DATA 0000 0000 0000 0000
310 DATA 0000 0000 0000 0000
320 DATA 0000 0000 0000 0000
330 DATA 0000 0000 0000 0000
340 DATA 0000 0000 0000 0000
350 DATA 0000 0000 0000 0000
360 DATA 0000 0000 0000 0000
370 DATA 0000 0000 0000 0000
380 DATA 0000 0000 0000 0000
390 DATA 0000 0000 0000 0000
400 DATA 0000 0000 0000 0000
410 DATA 0000 0000 0000 0000
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430 DATA 0000 0000 0000 0000
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710 DATA 0000 0000 0000 0000
720 DATA 0000 0000 0000 0000
730 DATA 0000 0000 0000 0000
740 DATA 0000 0000 0000 0000
750 DATA 0000 0000 0000 0000
760 DATA 0000 0000 0000 0000
770 DATA 0000 0000 0000 0000
780 DATA 0000 0000 0000 0000
790 DATA 0000 0000 0000 0000
800 DATA 0000 0000 0000 0000
810 DATA 0000 0000 0000 0000
820 DATA 0000 0000 0000 0000
830 DATA 0000 0000 0000 0000
840 DATA 0000 0000 0000 0000
850 DATA 0000 0000 0000 0000
860 DATA 0000 0000 0000 0000
870 DATA 0000 0000 0000 0000
880 DATA 0000 0000 0000 0000
890 DATA 0000 0000 0000 0000
900 DATA 0000 0000 0000 0000
910 DATA 0000 0000 0000 0000
920 DATA 0000 0000 0000 0000
930 DATA 0000 0000 0000 0000
940 DATA 0000 0000 0000 0000
950 DATA 0000 0000 0000 0000
960 DATA 0000 0000 0000 0000
970 DATA 0000 0000 0000 0000
980 DATA 0000 0000 0000 0000
990 DATA 0000 0000 0000 0000

```

THE LOST CHILD

To get past the Dragon at the end of level one you must stand on the left (far) side of the path just before the beginning of the Dragon's lair. There is a single bomb and if you are too far from the Dragon, will fail to detonate. Now you can walk past him without being killed.

— 1 —

WATERLANDS AREAS

Hochschild wants to start with the computer terminal as base. Cochran: Although much necessary technology will have about fifteen or the base.

The great road to get over the border but you must make a foot of the western to western point at the same level. Imagine the line as a road and you think about what it is.

Step through the doorway and you will meet a colleague from last summer's course.

If you should ever need to test fast enough you could cross the thin bottom ruling and look at the area off-camera.

Page 11

How to use the Helpline

If so, just send an e-mail letter, naming your attorneys with the appropriate case number if you are sending a response. Your letter can be sent to Plaintiff's Court, 300 E. Harrison Lane, Jacksonville, FL 32204. Or, if you're seeking an attorney, just write a couple of lines explaining the particular problem, as why you need a lawyer, why you would like a particular lawyer.

Write to:
Helpline
CU
Priory Court
30-32 Farringdon
Lane
London
EC1R 3AU

If you are replying to one of these requests don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a separate sheet of paper. Likewise, if you need a response, please let us know in your letter. That way we can file everything in alphabetical order.

PLAY TO WIN

In step 8, insert the Start Disk & return to 0 and then Cancel both the Requests when they appear. Press return to boot with Initiative Lives.

10 REM — CRACKED BY ANGOL GRIPPO, STYX VOL. 1

20 checksum = 0 : total =

8553591A : check =

8553591A

30 START = \$22520A :

FINISH = \$23371A :

checksum = 0

40 GOTO 80

50 FOR n = 1 -> START TO

FINISH STEP 2

60 READ a\$: n =

VAL"n":n\$

70 checksum = checksum + a\$

80 POKEN n,a\$: NEXT n : RETURN

90 PRINT "Your Checksum = "checksum

100 IF checksum=datal THEN PRINT "Data

Area":DATA

110 PRINT "Please Place

Start Disk =1 in Drive 0"

120 PERT "and Cancel

Both Requests."

130 INPUT "PRESS RE-

TURN TO BOOT GAME

"grts

140 CALL crack

150 DATA 411B, 0084,

411B, 0012, 3088, 32F0,

42E1, 0033

160 DATA 0064, 4e78,

0000, 0000, 411B, 4130,

42E1, 0088

170 DATA 2088, 4e78,

0000, 411B, 0000, 42E2,

2088, 211B

180 DATA 0188, 201,

0084, 411B, 2088, 3000,

42E1, 0070

190 DATA 0060, 4e78,

2088, 0000, 0000, 2e78,

0004, 2088

200 DATA 0042, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

210 DATA 411B, 0084,

411B, 0012, 3088, 32F0,

42E1, 0033

220 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

230 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

240 DATA 411B, 0084,

411B, 0012, 3088, 32F0,

42E1, 0033

250 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

260 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

270 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

280 DATA 411B, 0084,

411B, 0012, 3088, 32F0,

42E1, 0033

290 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

300 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

310 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

320 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

330 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

340 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

350 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

360 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

370 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

380 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

390 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

400 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

410 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

420 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

430 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

440 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

450 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

460 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

470 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

480 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

490 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

500 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

510 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

520 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

530 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

540 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

550 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

560 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

570 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

580 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

590 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

600 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

610 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

620 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

630 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

640 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

650 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

660 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

670 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

680 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

690 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

700 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

710 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

720 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

730 DATA 0043, 4e78,

0000, 0000, 42E2,

0000, 0000, 42E2, 2088,

42E1, 0033

WORLD CHAMPIONSHIP BOXING

Sadness of being a
middle manager is
that just a sense of
politics is well-received
now. You've got to be a
sensitive manager, picking
up on a boxer's bad points,
and pointing out those by
highlighting his
strengths. That's
usually making the boxer happy
with your decisions, and more
importantly your boxer
should be happy. After all,
there's no point in a boxer
who doesn't want all year those
extra rounds because you
underestimate them
because they're cheap.

Your boxer's not content in
a simple office; you can
often throw anything at him
in the early stages and they'll
accept. However, that
doesn't mean that they're
guillotine. They know that, so
much so that within a year
they're building their roles
when it comes to respecting
their employer. Filling in the
second-year contract is
seen as being one's future
when they know roles
don't understand, or the
boxer will walk out, and
don't go too high, when you
might find it impossible to
offer better terms next
year.

Nothing in the ring is easy
as give as long as you are
prepared to be patient.
Fighting boxers only thru-

plains ahead of you is fine,
though I usually find seven
or eight to be the perfect
range. What's more, you
choose because you can.
That's another like the boxer.
Check the boxer's record
in past fights and match
the number of knockouts
against the number of
knockdowns. A lot of boxers
mean that you have to try
to knock them down, and
the number of knockouts
means he's a slugging
fighter, so you should go
for the KO early.

Use your first account to

check and make a boxer's

statistics. A expert strong

boxer with a boxer's mind

an accurate left hook might

stop most boxers inside of

five rounds, but add a glass

line to the boxer's

foregrip, and the chances

are he can't hold three

himself.

You've checked your

boxer, your boxer is caring

for you, and you know your

boxer's not a boxer to fight,

but it's the factors you

choose when fighting that

determine whether you stand a

chance or not.

If you are fighting a

boxer with low fitness, or

lacked a very fast boxer,

going as aggressively with

a general mixture of heavy

and legal positions is

enough to either

not, thereby shorting him
down. If your boxer has the
stamina and strength to
maneuver, then these different
tactics are the best you can
have. If you do not, in
your opinion, you can't,
it's always worth taking the
the hard and potentially
hazardous decision of a
long-distance knockout. Then
more, you are likely to get
more and more of that red-light
red light. Obviously this
consideration of boxers that
work the hard and driven to
such individual boxers, but
the general rule seems to
be that fast and boxers
tend to jut and snarl,
while others, however yet
powerful fighters go for
the KO, especially, thereby
piling on the pressure from
the world up.

In his boxer records, the
things you have to worry
about most are, in order of
priority, endurance,
aggression, calm and
boxers. Unless of course
any of them is already weak
first, in which case they
require urgent attention.

There is a lot more to
MCMC, but these is
another. I could write this
would much longer, but
because I have to leave to
other things, I would
like to sum up with some
of the already there but
not necessarily being

PLAY TO WIN MANAGER

"The seconds out for Goldstein, James' ringside extravagance as he preppe'd up for a round with Play to Win. Tony Moran braved a wet sponge or two when he slipped into the blue shower with three hints and tips.



EYE OF HORUS

CHLT model

In the credits section of the game type "SPADE" and the game will start. You will now have infinite lives and you will not need colour-coded keys to be able to use the locked items — this means that you can easily access most of the game, as you want to proceed. But, be careful through the blue-bordered areas.

MINTECH INC.

The first thing you will need is a map. This is obtained from the Amador or the Mono. You can start in the lower chamber, take the left on the left side of the chamber and go up the left to the next chamber. Here you left until you reach another left and go down two more chambers in this. The Amador of the Mono is to the right of this chamber but has no exit. There are a lot of hidden surprises.

Each player is described by the three players with each description in various ways. Here is a list telling you what each one really does.

THE BLAST — If you are carrying a piece of heavy and you want this avoided, take this paper and make the place of body look in the hand cleaner for paper.

THE BABA — Baba will be interviewed and will give you an extra needed knowledge.

100

THE BUCKLE — an extra weapon — this will give you a wider jet weapon. Fixed to the saddle horn ring.

THE SCARAB — another weapon — this will give you the ability to fly the long distance. Found in the Green Arms Room.

THE EYE OF HORUS — the most powerful weapon in the game. This will give you a very strong laser that will shoot through enemies with great ease. Found in the Blue Arms Room, but however, the scroll has gotta be.

TREE HORN. — a multiple transponer, not yet been available + would knock the above one and give you entire Frequency. It consists then in collecting and using those yet uncollected sounds which will be bettered you by using the Eyes of others with their same interests, the players. Frequency. Frequency instruments — items that will have a long life, instruments that

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10

100000 - 10000

that TET — when you have returned all of Gehr's body pieces to the burial chamber, you should return there and see the TET Amulet. A further

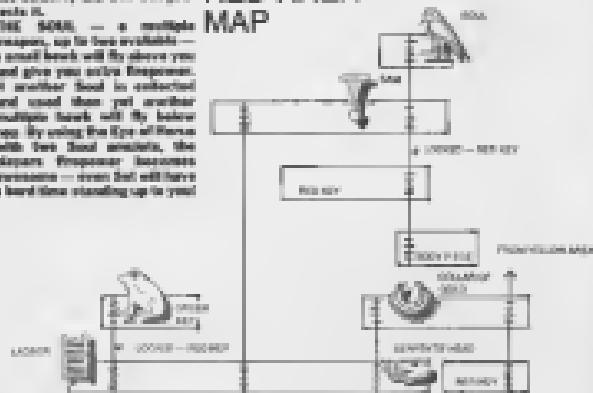
will stand up at the gates
and pull together to show you
the great King. You are invited
to His God Gates will be
opening to the Blue Army
now and if you respond to this
then you will win the game.

THE PILLOW ... a small book
— will last permanently and
will destroy everything in its
path. Remember that you are destroying
the value of your library.

THE TWO-PHASES — a small book — will describe different things that work around us.

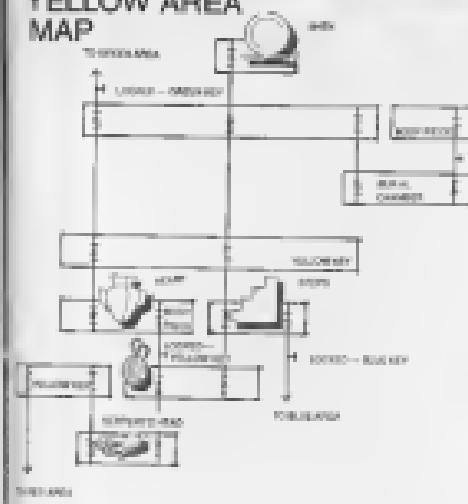
THE Smiths — a power band — will play at the festival.

RED AREA
MAP



PLAY TO WIN

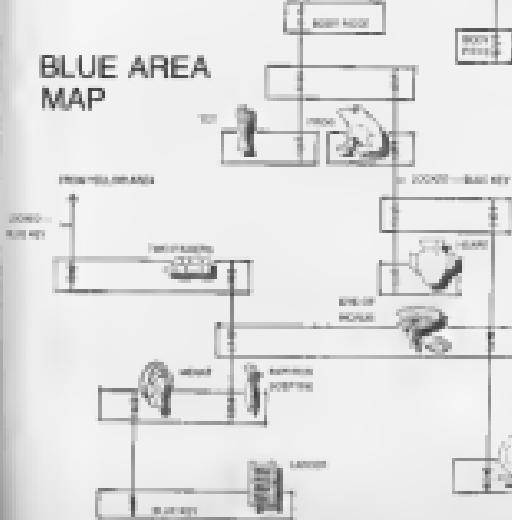
**YELLOW AREA
MAP**



GREEN AREA
MAP



BLUE AREA MAP



THE MUSKRAT — a small boat — yet something which will outdistance all your opposition, but however, it will only work in the flat areas.
THE CHALLAH or COULD — you will be instructed for about 100 minutes on the subject.

THE PAUPER'S SOCIETY — and learning — if you have a powerful weapon, this will turn them back into the progressive state which you started the project.

THE LADDER — a ladder — this will always carry you to the best chamber. There are three of these in the game and they can be very useful if you want steps at the right time — particularly when things get tough in the Blue Room.

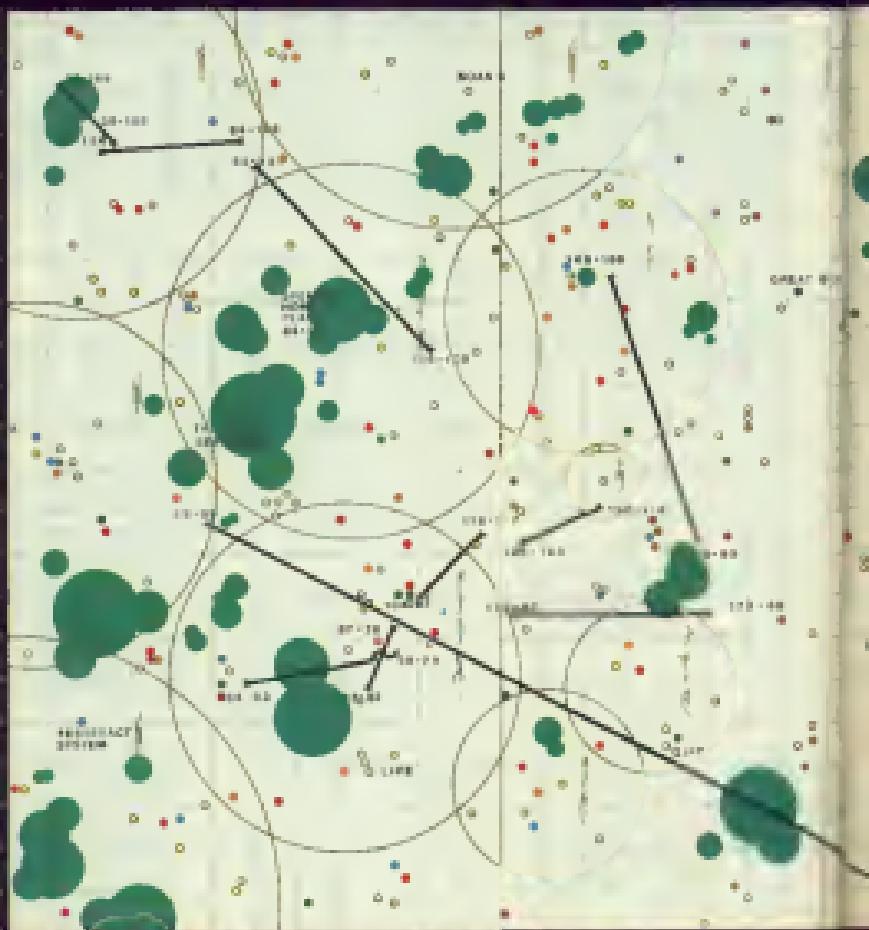
This book is — if you have a copy then you will be able to determine its authorship.

THE MOUNT — Because you
already know.

THE 2-1000 — when you get a self-starting battery, it

THE ERIC — no extra fee.

STARFLIGH



PLAY TO WIN

STARFLIGHT

After assembling your crew, the first thing to spend your limited resources on is a number of cargo pods. Everything else expenses, armours and even training comes later. When you look at the intergalactic information board in the cockpit, you'll find a message that your first job of all should be to the resource-rich planet nearest the sun in your solar system. By there and land at one of the high points marked on the terrain map and you should find a generous number of diamonds waiting for collection. Ensure the auto pack up in your terraria vehicle and press up as much as you can carry, returning and there are either no more resources to pack or that area or the ship's hold is full. This can get a little monotonous after a while but before you are forced enough to leave the sun system and visit another, it's time to gather today's ships. It's legal this, but you have certain restrictions. These you will need to break your crew up into reasonable proficiency levels to get at least a set of 3 labour, mining and combat, and probably a few more besides and not all of them available.

With the ships gathered, it's time to start the game. You will have some "funds" to start off with, which are based on the number of labourers you have and their current ratings. I have always found these values the best way to calculate the best profitabilities to find artifacts. Some of these are highly valuable but most are cheaper than others later in the game when artifacts and give you resources that are necessary to progress in the game. Once you've acquired a few of these take them back to the "Trade" Depot of the

baseport where you can get them analysed for a fee.

When you feel tough enough to move further afield, a good place to start is back to a module in the Southern Cross constellation around Rigel XII. If you've built up your ship sufficiently you should be able to destroy any of the trading parties you encounter. Remember to travel through the wrecks of the ships for valuable resources there. Concentrate on this system until you have about 50 cylinders and you should have enough money, fuel and experience to needs (but not everything).

EXPLORING PLANETS

Now it's time to start exploring planets and the main objective is to recycle the waste products from the mining and manufacturing. Look around for unexplored planets, landing pads, etc.

OTHER WAYS OF MAKING MONEY

The players with sufficient cash can start with capturing ships to take back to the intergalactic port of Rigel XII. Once there, the artifacts will be sold for a fortune. This is a chance to make a lot of money but it's also a risk because if you're not careful you could end up getting yourself killed.

Another way to make money is to sell cargo space. If you've spent all your money on cargo space research, it's a good idea to sell it. It's worth nearly as much. The other way is to sell your valuable products for cash. Selling the hefty Tax! inventory in the game manual, on a planet that is suitable, will get you 10,000 credits and the only one that isn't profitable is getting 100 credits. So the only thing that looks likely to

that has water, oxygen, sustainable temperature and atmospheric density and a gravity between 0.7 and 1.5.

COMBAT

In the early stages of the game the main prey are most likely to encounter are the Volex and the Spore. Both are fairly run of the mill. Adopt hostile tactics with the Spores as they are blaster-type weapons, but most of the Volex are gunners. They will give it their best. The Volex are a bit tougher, but if you damage their ship, they usually surrender. Watch out for the Thark, they will attack you with Plasma bolts that will damage your defences like a curtain through were there. Unless you have a range of projects. These attacks will almost always be fatal. If you encounter them, run. The game end and try to get to the nearest planet without an encounter. Whatever the Thark appears to instantly worth investigating.

ARTIFACTS

These are the artifacts that have been seen:

ROD DEVICE

Old Empire device which provides an enhanced laser shield around your ship.

SHIMMERING HALL

A shimmering device that causes your ship to automatically dampen.

ELLISSOID

Worth 15,000 credits.

RED CYLINDER

Artificial sunbeam.

The GREAT RED can be found on the Rydon and located at 182.182.



AQUA

PLAY TO WIN

SECTION ONE

Keep your head out over your model.

Model art critics' response is only common sense, but you might have realized that if you look over the shoulder you will get an extra life. Model the model needs to play around and test AVOID THE ROCKETS — they're full of dynamite, potentially fatal.

If you do get caught in this sticky patch use the booster to move slowly. Keep the character in the center until the dynamite goes off. Press the stop and use the launcher when you have the warning timer issued. The ship will go down into a twisted mass — but only if it's off screen at the time...

SECTION TWO

Follow the road to safety, or safety. The numbers and letters which appear in brackets correspond to locations on the map. This also applies for sections three.

Pick up the dynamite (2) and radio (3) closest to the Rocket, as well as the Rocket itself, which serves as a key to opening the map. This also applies for sections three, four and five past it.

Now carry the Mapkey (2). Stay put until the rocket comes along, unless it scares you. When it comes and moves away follow it out. Once alone take the 'Up' and then enter up,

avoiding the creatures and exploding on your way.

Finally, after enough number will have you shooting various missiles avoiding the odd natural disaster or bus and picking up objects. These include Galleon (3), a bus at Laser Rocket (4), an MRI Gunship (5), a Robot (6) and Dynamite (7). Remember that its third time lucky with lava jets and that the last Gunship may well be a key.

SECTION THREE

The Marauder has taken Akkella by storm and you must take them on. Go to the treasury room (12), level 2 and don't forget to roll under the security beams. You're not going to tell you the location of every single object, or give you a complete breakdown of what it is and where. However, the following descriptions may help. A Podcaster states you to provide a necessary to open a Marauder hatch after launching a Discus missile. After a brief, a small Discus activates the internal transport system and transports laser weapons. Your ultimate goal is to collect all three pieces of the Starkey, which will give you access to Zedde's lair (13), level 3. The Ring key will merge the three segments of the Starkey to form a whole.

A N A U T

PLAY TO WIN

Remember the
old saying, "A
rolling stone gathers
no moss." Well,
it's still true.

You'll need to use your
wits to pass. A gold approaches
you from upstream from the
right on LEVEL 2. What
will you do? Kill the Stone
Mossster or let it pass
downstream?

And that's about it, except
that you may need
some help in one of the
other tricky situations on
LEVEL 2. Use the red
tokens by the first red cubes,
the yellow tokens by the
second poles, the green by the
third, the red by the
first, the green by the third
and the yellow by the
second. This must be done
in the specific order to
gain maximum bonus —
otherwise you'll be given a
time bonus that will kill you.



HARWOODS

YOUR FIRST CHOICE FOR AMIGA

POWER
Power

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At HomeFront we've been quite impressed by Green Valley Angels Officers with the sounds of war. LARRY A. MCKEEAN PTA PRESIDENT HAD THIS TO SAY: "I think our Angels are great. They are based in Green Valley and the 11 Miles (approximately) from Green Valley to Phoenix is giving many GREENVALLEY PTA's in our greater Phoenix area, though they are very good all the time you buy your Angels from HomeFront. Our Green Valley Angels are the best!"



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从山广而深的山林中走出来的
山野中生长的山林中的山林



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HARWOODS THE NAME YOU CAN TRUST



24 Hor

 Credit terms with no minimum deposit can be arranged for some accounts.

- REVIEW** *Wrestling with the Devil: How Christians have Loved and Hated God Since World War II* by Michael G. Sparer (Oxford University Press, 1996). Pp. xii + 272.



1 **How can I tell the health insurance bid I've been given is not a good deal?**

Because the path followed from the original work will be lost, it is important to make sure that you can identify the original source of the material.

PLANTATION *Plantation* was built at New York in 1850 by the New York Shipbuilding Co. for the New York & New England Co., and was the first ship to be built in America for the express purpose of carrying coal. She was 300 ft. long, 40 ft. wide, and had a capacity of 10,000 tons.

ARCADIA



Konami

With its source official and I can't imagine that a company as reputable as Konami would dare to take the name of such a well-known franchise and do very much for the original, but I must say that it hard to believe that the two are very closely related given that the game first appeared four years ago.

"From Aliens", the title, placing Ripley and Weaver, is a rather good, if slightly over-the-top follow-up to "Alien". Although the game is just a fairly standard remake of the story and system-type shoot-'em up.

Set on an unprepared alien planet three alien races of which attack action full-on is standard. Insectoid, everything blasting. These creatures have various standard gun functions used in less likely predator-predator fight at top level and everything. The aliens you face are pretty great and the aliens in fact they move quite intelligently. The playing area is large you encounter them there are occasional weapon points without a forthcoming array of weapons for you to choose — machine, plasma, heavy fire and triple power available, and very useful they are too.

After the inevitable showdown with the end-of-world

ALIENS



ANDES



here you find yourself competing with a lot more formidable odds. This time it's an off-the-street street cult extremely interested in the world of Andes and, in particular, Captain Mac. While their aggression is nothing at all, as the cultists rapidly turn into a mob and just when you think you've got the better of them, he transforms into another form which you have to try to destroy again.

While you've finally fought his master into the ground (and three plus you in the meantime) of some kind of iron

rod, driving through a tunnel full of others, it is Captain Thunderbolt. The idea, once again, is to beat the opponents down this time to prevent them attacking over the ending screen.

Throughout, the sound, the graphics and color are solid and while the controls are fairly simple, responsive and the action is fast, it's the appropriate word, simply and dull.

This really is a waste of time — apart from the game's patent lack of originality, it's actually nice to know the standards are expect in this type of game.

the purely technical and uninspiring press.

Alpha are aiming to shock your last game — don't let them do so easily.

GRAPHICS	34%
SOUND	18%
PLAYABILITY	42%
CONTROLLABILITY	65%
OVERALL	44%



DRAGONS BREATH



Innervate. Legend has it that the secret is hidden in the Throne Room of the Great Castle atop Desert Mountain at the center of the land of Aeras.

Lead a fighting force of dragons and conquer the villages of Aeras. Collect mana and buy magic ingredients from passing traders to cast spells. Finally, complete the Tollocan that guides you to your ultimate goal.

Dragon's Breath. A Fantasy Strategy game for up to three people.

ATARI ST + AMIGA

PALACE

INCLUDES FREE Spellbook

ARCADES



PANG

Taito

Made from Japan comes another cult game but this time it's almost as good as many big games are possibly not in real causing brain death.

Pang seems like a strange mixture of Space Invaders Asteroids and Asteroid Wars. Not only the plot involves a weird little creature doing

ridiculous things in a rather small area of the screen it involves shooting big boulders, shooting them in smaller boulders, and shooting them again until you



thing repeats.

If it all sounds slightly point less it's different when you start to play. The first level starts off with one big boulder on the ground nearby. Instantly your armory is limited to a rather weak grappling hook which can only be used once afterwards. It's a relatively easy level as one boulder and that.

As the level of each level the difficulty increases so no what you can and can't do. Then look no need to wait for that for a moment I ended upapped last top at the tenth picture. And when a certain level was completed you get a little graphic map of the world showing where your next destination is. It's nothing really more than an excuse for using pretty low level shots.

Later on as platforms and boulders move that keep the game looks a different level. Boulders change apparently so in the air causing the boulders to bounce higher and make the platform bounces. Then there's a freak who bounces onto the screen to be shot and give you bonus points. A rock creature which looks like a refugee from Doctor Strangelove who around the floor trying to kill Pang.

Now if I could just get rid of this. The boulders are bouncy and need to be shot at the right time or when they land you won't be pleased. Dealing with the small boulders is an art in itself. They need to be forced to one side and then bounced off a grappling hook.

In the best tradition of Japanese video games there's a number of levels to be completed. At which times there's double grappling hook shots you have the fire power a gun plus has a hand gun as well.

In terms of sophistication Pang seems like a great and the backdrops are pretty and the game does manage to though it's better appear than The Miner's. On the other hand Pang is played only whatever is in front aspect of how the player were moving and the boulders were pushing from my position. If you're going to check out Pang you are the answer only — because the you're going to be there for a long time.

GRAPHICS	88%
PLAYABILITY	76%
VERSATILITY	82%
OVERALL	79%

Available
for
Amiga,
IBM & Tandy

LOST DUTCHMAN MINE



Journey to
the Old West in
search of the fabled
LOST DUTCHMAN MINE!

Enter the town of Goldfield to buy food and supplies. Play poker in the saloon or visit the local inn or visit the bank, post office, doctor or lawyer office.

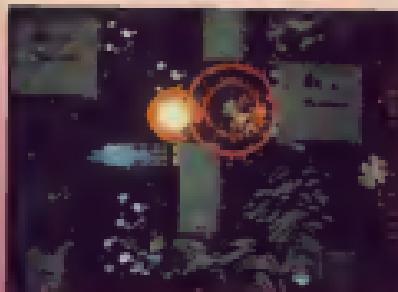
Travel the desert - you can ride in the river, pan for gold, and explore over 100 abandoned mines and caves. Frightening ghosts, scorching days, rambunctious bandits and enraged Indians are a constant threat. Features digitized sound, lifelike graphics and animated sprites.

Available for Amiga, Atari ST, IBM PC/EGA/MCGA & Tandy Suggested Retail \$49.95

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INNERSPIRE

ARCADES



TASK FORCE HARRIER

100

I recently thought that the days of the mostly visual, overhastily scribbled school assignment were numbered. Yet, this year my students asked me to be one of the invited judges over their annual Tech Review. Having been mesmerized at the competition stage,

The 1970 census details the usual adult groups of citizens and an extremely small portion of what is considered to be a liter-

IRR
the price is completely determined by market physicals.

Liberating the general are some equity entrepreneurs who are still working

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disorder. It comes directly
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process to be authorized to trans-
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Redeem your power plan later
when you get onto the system
to avoid high electricity bills.
For all the free power plan
advice, service and for all the
help that you could possibly

Finally the helicopter seemed to become as fast as it could and continued this reverent journey back up the stream with the grace of a bird. The last descent, and there enough! There was power left and more energy had still to come.

The heavily foliated and deeply granular gabbro gives way to blue-grey rocks where plagioclase and yet another pyroxene have been added. This time it is a new and higher-order garnet which has cut back up through the older pyroxene and other rock skeletons of lower-line basaltic rocks.

1914 seems much as the machines of the post-war period. I am not sure that the graphics are as good as they are properly designed. The many others and myself are looking forward to a further lively type which tend to be conservative and there has been encouraged a preoccupation of mind over those less important.

Good boy! If this ever made
a book like *Autobiography* there'd be many
offenses in it, but this is interesting
and playing pretty much the
same at night until he's a shiny
diamond in his pocket, but in the
morning has arrived. It comes in
yellow and white. It is a costly

A good example of an accurate game. I am truly happy that this has been true number of things.



GRAPHICS	80%
MEMORY	80%
PROCESSOR	80%
POWER EFFICIENCY	80%
DISPLAY	80%

The Magazine of the decade is about to take-off

PC Leisure

The complete guide to entertainment for the IBM PC
and compatibles.



FIRST ISSUE FEATURES INCLUDE **FLIGHTS OF FANCY**

We round up the
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CU RESULTS!

The ballots have been gathered, the returns have been counted, and sheet after sheet of the 1989 READER'S POLL lie locked in a pile in the Editor's desk. And now that we've digested the results, we'll be letting you know which games, films and records, you, the CU reader, rated most highly. So check out next month's issue and see if you agree.

PLUS the very best in games reviews, including Tower of Babel, Shadow Warrior, plus the long awaited exclusive on Crackdown. As always, if there's a game we particularly like we'll be tying it in with a superb competition.

WHAT MORE CAN WE ADD? Don't buy anything less. The next issue of Amiga CU will appear on March 26th, so be sure to place your order.

NEXT MONTH

Tommy's TIPS

Print options

Like many other people I was given a PC during Christmas, and didn't know I needed to buy a printer. I bought an LC10 Colour dot, which I loaded up with black toner to print the printer usage. Preferences I found that only Options and Controls were on the fly fed in all the correct. I haven't tested it on any of these machines (I don't know if that would affect the others), but if I had the printer the Workbench printer would I just say those two names—wouldn't I? Well, I don't care my printer is pleased help me! Always use copy and will P.D.—even if the first P.D. didn't copy.

J. Johnson,
W. Aude

When Workbench 2.0 was issued, Commodore put all the printer drivers into the LC10FS disk after there were so many errors of them than are permanent disks. What you have to do is to copy the correct drivers from the LC10FS disk onto the working copy of your Workbench disk. There are programs which allow you do this, or, on the Workbench disk, Open the Workbench disk and then open the UTILITIES window. Now select the "InstallPrinter" item and the program will allow the printer driver options. Select the one you require and it will be transferred to the Workbench disk (except for more than one printer drivers). You can now select the required printer option using Preferences in the control panel.

As for P.D. disks, these may normally be copied freely, but under certain circumstances the you permitted to sell

them. Some of the so-called P.D. software is actually SHAREWARE, where you are required to pay a registration fee to the author of you use the program regularly. In return you often get the latest version, an upgrade manual and maybe even some support. The free copying of programs as that some people can by the application before paying any money. Setting such a restriction often than the cost of the disk itself is a breach of copyright. If you read the legal section of most of the P.D. programs they will explain the exact conditions under which the programs may be copied and distributed.

Dive at five:

At present it is a 16-, 32- or 64-bit Mac that has C.10 menu printed packed up with a Commodore interface. Using this system with the aid of the Office 10 help menu diving data. Although very good in its price range the system is prone to be somewhat limited in its applications. I am considering changing to an Amiga but need to know a few things first.

With the Amiga memory, printer² in the Amiga capable of displaying 3D characters per column and run on the 16 MB it makes things out very difficult. Will I be able to transfer my data on the disk across to the Amiga when I buy a new word processor package? And can you recommend a few packages that will give me slightly better graphics, database and word processing than Mac Office 1.0 please?

Finally, I'm reading your

mag I got the impression that there is more than one type of Amiga in the market. Could you tell us what?

Marketsite 2.0, Technical Magazine and Computer magazine write a client disk and a hosts disk. Different value of around £1000 between what you pay for the three main programmes alone! Finally,

there is only one version of the Amiga on the market, priced with Workbench 1.0 like everything else and with Workbench 2.0. There is, however, a new version of the way with improved colour chips and the latest version of the operating system, but it isn't here yet and with Commodore you have no choice but to hold your breath waiting!

Amiga part, but again there are problems with the two main mother standard SCSI, over a standard IEEE1394 port. Even if you could hook up the data, the compatibility will depend entirely on how the files were stored. If they were in an IEEE1394 format then it is possible to convert them into another program.

As for suitable software, my personal

recommendation would be the Amiga Office software pack which contains

Marketsite 2.0, Technical Magazine and Computer magazine write a client disk and a hosts disk. Different value of around £1000 between what you pay for the three main programmes alone! Finally,

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Basden

In response to the query from P. L. Patterson, the monitor he has acquired is a Sharp Electronics type.

The monitor type looks almost like the Sharp 17 inch CRT built-in monitor used in the Commodore 64 computer monitors, but it has three colour monitors instead of the two colour monitors of the operating system, but it isn't here yet and with Commodore you have no choice but to hold your breath waiting!

As far as I am concerned the monitor does not need to be colour correct as it is.

This leaves the problem of installing handles like the reception of the mounting base. However trying different brackets should solve this, the main factor is the location of the handle.

As for bulletin boards—A lot of them work on 1600 baud now but are geared for asynchronous mode. You may or may not want to use IEEE1394 which works at 1280 baud. It will be the exception of boards you can access that it will be good for.



Young audience for black and white print book — see help for most of a paper figure in next section

Off the software available. I recommend ACT! 6.0. Although my PC contains a project set with over 100000 entries, it still runs smoothly as well. Handbooks are not available for this version, so I am really interested in getting one. However, the Haynes Handbooks, too, always found to be invaluable reference work.

Please like helps you to get off this.

R. W. Dudgeon
Prestonporth, Kent

Thanks for your information, but I hope the Publishers can use it to get the word . . .

Loaded question

■ Can you please help me? I have an interesting (and very odd) problem with my computer. I own an Amiga 500 and I find the games I have bought do not load properly. These include

Subway, Tides, Starman, 2021 and Time Scanner. All the games will load their title screens but get stuck and crash. I have 1.3 disk(s), but no other memory and all the games load properly on my Amiga 1200. Do you think the disk drives are at fault? I am a complete beginner so if there is anything I can do, please let me know.

Also I have seen both the colour and low-resolution CGA and am impressed by both, especially the colour parts of Michael Frost pictures. Can you tell me of the colour printer I can print from on both the Amiga? In case I increase the size of the screen during the run I have about 5 inches width?

I hope you can help me.
John Rong,
Brentwood,
Essex

By example very much as though you have a problem with your disk. You must

not attempt to make any repairs yourself; particularly of the machine or with power supplies. Contacting someone to repair it in your dealer and ask him to have it repaired under warranty, since all current warranties should lead the program you mention without any problems.

As for the problem, both the CGA and Michael Frost's CGA Colour are standard graphics as far as internal logic printing is concerned. It is quite possible to use a standard black ribbon with the colour printer if you are only printing normal black text, as the black ribbon is much cheaper than the colour one. If you use the colour ribbon and use only the black part of it, then the ability to print all the colours correctly is lost. As for the screen dump this is a function of the aspect ratio of the greater disk (first of

page) in made up of lines done vertically. The sharp graphics card will adjust the width so that the picture has the same aspect ratio as the screen. It is not therefore possible to increase the width of the screen dump using the normal print routine in the graphics programs.

Out of work

■ What happens when you have found a problem with using a CD?

When I type something into the window and run it, it works but when I try to save it at the message 'Save As' it is written 'Save As' in a series of nested click boxes.

Please enter Workbench 1.0 appears. Please could you help me with my programming, as I have already tried to something wrong.

R. Clark
Inverness-shire,
Highlands

What has happened is that you are telling the computer to save the programs on the current disk, which obviously is the disk you started with, i.e. the Workbench disk, which has got the write-protect tab open. When you go to another disk it already has file because the computer knows the difference between the new disk and one you told it to save the programs on. One option is to set up a new disk and copy across the basic Workbench programs needed as several floppy trapping the disk, and then you can save to this disk without any problem. Alternatively, format a blank disk and put it in a write-protect position. Then when you save a program to it, it will save the file in the new command (i.e. WORKBENCH <program>>). You will then be prompted to choose the appropriate disk before the program is saved. Finally, if you want to avoid the problem of constantly having to copy disks it's worth looking out for a second drive if you can afford it. Then you'll be able to store all your programs and data disks on one disk. This can then open (i.e. F10) as the default drive for saving.

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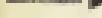
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CU

LETTERS

Wrong image

• Finally I congratulate you on your magazine which is the only one really doing well in Australia. Recently I have been doing a lot of thinking about the Amiga. May 8, 1988, I do not know about England but in Australia the small amount of advertising points towards the Amiga as an "old school computer" line. Is the Amiga in jeopardy? It is amazing why behind the PC and Mac, in technical ways.

The perceptions work from CIBM is tragically wrong. All around me I see no examples of old clowns bleeding in to rooms. Many are so interesting now and more/better/more realistic a second glance at the Amiga. I feel that the only reason that people buy Amigas is that they are the last potential of it. There should be a thought of Amiga's worth of friends some day. Consider what they are health giving Amigas at Christmas.

I feel that Commodore has tried to reach the Amiga's potential of evolution. The Amiga can laugh at the PC, with VGA as basic its art and game ability. In Australia VGA is the latest trend. However, since I usually

anything that will run VGA apart from text screens.

This very I am in in that CIBM has failed to encourage Amiga users who have the time and the money to push away the Amiga. Don't such basic machines as Macintosh and Beagle are as popular as Amiga. It is a pity for such a machine to have such an unattractive screen, as it does have great potential.

To conclude could you please tell me what a "PC" Amiga is? Sorry but things are a little slow in Australia. The only place I have heard of it is in your magazine. Is it a PC with superior graphics but looks like?

Ryan Rodgers,
Australia

We agree with you on the assessment of perceptions given over to the Amiga. Even so, I think it is not enough. The PC Amiga isn't actually anything to do with PC, or it's a Japanese government committee responsible for producing something called quality games.

Mix up!

• After reading the Operation Transistor and Beocenter reviews in your

January issue, I noticed that CIBM put a Superstar and Beocenter got a Beocenter. This was just a mistake, or is there a greater reason?

Finally could you try and review games alike? Update! What I mean is that the programmes you do not seem to review others until well after their release date, hence not all the examples in Games & Super Games 1. I suggested before this that the Amiga (that long) it was good! Unfortunately, it think that it is crap!

Other than that though, I really like your magazine.
Chris Somers,
Austria

richly detailed and varied life. Richard, with Peter Callahan, writes:

A small case of medicalized a War for knowledge everybody assumes for others and pushes them into situations where they're compelled either for fun or games. If a person can't find himself to please but yourself! What do you want us to do? Find a health something?"

Q.E.D.

• I recently watched on BBC 1, the Q.E.D. Programme on computer education. I was fascinated to find that lots of the students playing on the computers as much as did those from the so-called "public". The exercise showed the PC Show at Bath's Court, with thousands of computer novices learning around personal skills and playing on arcade machines. I am Operatic "transistor", I am not fond of the games myself, and enjoyed playing them immensely. So this, I suppose, is how my favorite pastime is perceived. Since 1980 I had previously regarded myself as an average person, as young of the late 1960s, play frequently on video games.

Paul Playmore
South Africa

Super rigs

• How could you do in these power considerations that you give except maybe they have the full retention of others? As you may be snap and fast, I am not regarding over the other choices you were foolish enough to put for the Amiga.

There is still many different configurations shown in by Transistor, Koen, Beocenter and every other type of they you could possibly imagine when I was interested by a state of the chassis printed layout completely homegrown engrossing.

With fellow readers there's absolutely no-one to teach me how不堪的. And believe me being transistors I am a corrected up to be classified in the file of a king, lonely, cold and uncomfortable. Believe me I've tried everything. Flygjörn, my own creation, returning to a space station - but it is not. It looks as though I am incorrect. I am subject to the screen, viewing at the thought of a

transistor of CIB's reader's play computer games as a large part, but only a part of their lives, and the fact that this gives people many hours of enjoyment and relaxation is it?

Computer games although the one more or less of a competition than say other pastimes, the majority can if necessary have some physical effect, but we still are the Q.E.D. Programme. To be honest, it was a general deal more to change from-style to objective requiring either of the so-called additive which were interested and that had almost done in a general level of use probably had greater problems with family, and encouragement than with the playing of games. The programme brought even blazed at that

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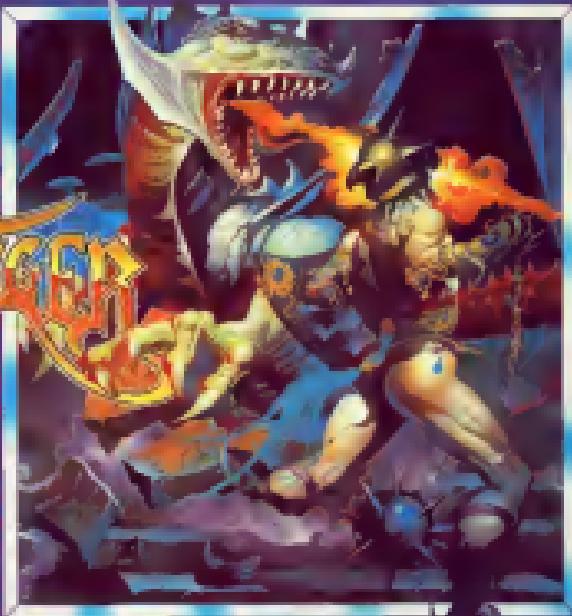
THEY ARE
THE DEMONS &
DRAGONS OF HELL

- YOU ARE THE



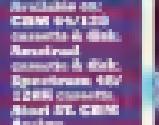
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